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AUGUST No. 78 2001

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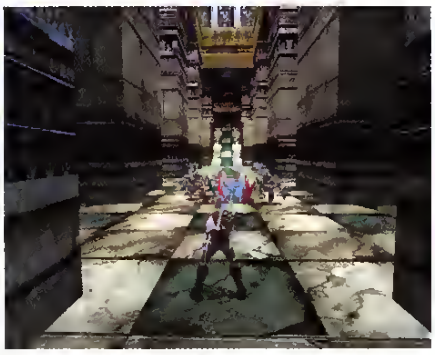
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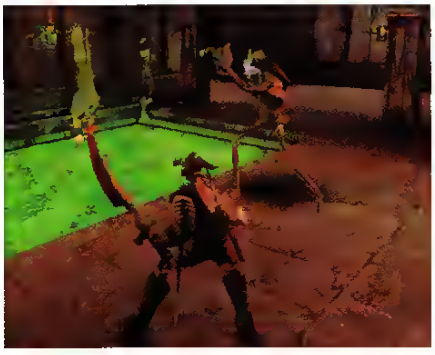
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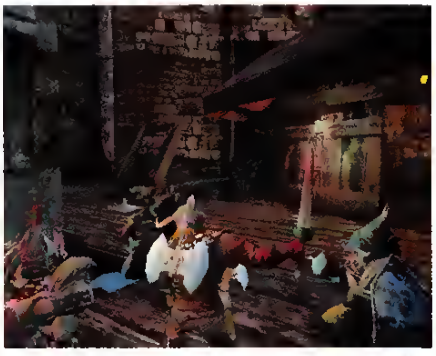
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One unstoppable Viking on the road to Valhalla.



PlayStation.2

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TIPS & TRICKS™



AUGUST 2001

ON THE COVER

Based on the notorious Fox TV show, *World's Scariest Police Chases* puts you behind the wheel of a black-and-white. Your job is to uphold the law at neckbreaking speeds while news choppers hover above 12

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Power Up!



True story: At 3:30 A.M. on the morning after Memorial Day, Editor in Chief **Chris Bieniek** was rushed to the hospital with a case of vertigo that kept him out of commission for a whole week. He was stricken just hours after he cleared all 51 missions in *Batman: Gotham City Racer* on the PlayStation. We sure hope it was just a coincidence...
Current Favorite Games: World's Scariest Police Chases, Power Shoval, Shenmue, X



When exiting the *Tips & Tricks* office for a recent business lunch, Executive Editor **Anatole Brown** saw two drivers with road rage stop and attack each other with a wrench and a sledgehammer, right in the middle of a busy Beverly Hills street in broad daylight. Disturbed by the violent spectacle, Anatole is now one of the world's most cautious drivers. Go ahead and cut him off; he'll just smile and wave.
Current Favorite Games: Phantasy Star Online, Red Faction, Tony Hawk's Pro Skater 2, Crazy Taxi 2



Being the Art Director of the #1 video-game tips magazine can be a tough job, but **Lisa Beattie** performs minor miracles on an almost daily basis. Other magazines may have teams of designers, but during the production of our *2001 Codebook* special issue, Lisa singlehandedly produced *three* magazines in just eight weeks. And we're not just making this up to impress her mom.
Current Favorite Games: World's Scariest Police Chases, Crazy Taxi 2, Kirby's Tilt 'n' Tumble, Monkey Ball



Associate Editor **Jason Wilson** would like to remind our readers to brush after every meal, remember to floss and if you haven't visited your dentist since 1982, be sure to schedule an appointment soon. And while we're on the subject of personal hygiene, check out this month's *Tournament Report* to find out why deodorant manufacturers have been trying to hire Jason as their spokesmodel...
Current Favorite Games: Qix, Wizard of Wor, Capcom vs. SNK 2, Bloody Roar 3



Associate Editor **Ara Shirinian** has a unique gift: the ability to walk away from a Las Vegas blackjack table after more than doubling his money, even if he's only been sitting there for ten minutes. Many players can't grasp the principle of "regression to the mean"—especially while under the influence of alcohol—but Ara likes to keep his wits about him when exchanging money with strangers.
Current Favorite Games: Keyboardmania: 2nd Mix, Castlevania Chronicle, Monkey Ball, Police 911



As a connoisseur of fast-food finery, *Tips & Tricks* Associate Editor **Charlotte Chen** insists that the soft drinks at McDonald's taste better than those at other nationwide chains; she thinks there must be some quality-control procedure in place to guarantee a consistent mix of the ingredients. The diameter of the straw is also important, as are the temperature of the ice and the manner of its storage.
Current Favorite Games: Pictionary, Green Ghost, Pokéthulhu: The Adventure Game, Scrabble



Just once, we'd like to see someone else take a picture of *Tips & Tricks* Contributing Editor **Pat Reynolds** for the *Power Up!* page. Just look at how he has to contort his neck in order to get a clear photo as he holds his digital camera at arm's length and points it at himself; it's downright creepy. Come on, Pat...our readers are starting to think you live alone in a cabin in the woods!
Current Favorite Games: Rockman Battle and Fighters, Castlevania: Circle of the Moon, Gitaroo Man, Yanya Caballista Featuring Gawoo



Geoff Arnold likes to get real-life experience to better understand the subject matter of the games he covers for *T&T*. While working on *Razor Freestyle Scooter* for the PlayStation, he went out and bought a Razor scooter...and this month's *Sports Jam* strategy was easy for someone with his natural athletic ability. To prepare for his August assignment, he's been hanging around construction sites.
Current Favorite Games: GoldenEye 007, Street Fighter Alpha 2, Crazy Climber, Kangaroo



Tips & Tricks Sports Desk editor **Mike Daly** is patiently waiting for the first wave of licensed team sports games for the Game Boy Advance. Until it arrives, he's been content with playing *Tecmo Bowl* in widescreen mode...which is fun, except for the fact that he has to shout out the missing voice samples from the original NES version himself, and that always scares the other people on the bus.
Current Favorite Games: High Heat MLB 2002, Mission: Impossible, Tekken Tag Tournament, NBA Street



Editorial Assistant **Jamie Andrew** likes to keep her surroundings clean and organized...which isn't always possible in the *Tips & Tricks* suite, which is filled with more game-related garbage than you can shake a stick at. She always manages to maintain a quiet dignity, however, even when she has to navigate Jason's minefield of empty boxes and eBay junk just to reach the office refrigerator.
Current Favorite Games: Tony Hawk's Pro Skater 2, State of Emergency, Crazy Taxi, Final Fantasy IX

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PlayStation 2

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Readers' tips

Got a question or comment for the *Tips & Tricks* staff? As long as your question doesn't involve requests for free stuff, you're welcome to write us at:

Tips & Tricks
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

Because we receive a lot of mail, we regretfully cannot send personal replies. But don't let that stop you.

PARTNERS

Notice, you guys, that the *Shinobi* and *After Burner* games for the Nintendo Entertainment System are from Sega. So is it true that the guys at Sega and Nintendo were partners?

—Wa'el Al-Abri
K.S.A.-Riyadh

Wa'el, the situation was a little more complicated than that. Back in the NES days, Sunsoft released official, licensed versions of Sega arcade games like the ones you mention. However, in America, another company called Tengen (a division of Atari Games) released those same titles as unofficial, unlicensed NES games. In other words, games like Shinobi *and* After Burner *were released in Japan with Nintendo's permission, but in America without it. Of course, these days the situation is totally different. Now that Sega is a software-only company, it will surely be partners with Nintendo, Sony, Microsoft and any other game hardware manufacturer that comes along.*

VOLT'S CACTUAR

I have a question that I hope you guys can answer. In *The Bouncer* for PlayStation 2, I noticed a cactus on Volt's jacket that's in the same pose as the Guardian Force called Jumbo Cactuar in *Final Fantasy 8*. Are they the same character? I hope you can give me an answer.

—Sunny
Austin, TX

Good eye, Sunny—that character on Volt's jacket is a Final Fantasy *character called a Cactuar. And here's another point of trivia: The character designer for* The Bouncer, *Tetsuya Nomura, also designs characters and monsters for the* Final Fantasy *series. So there you have it!*

BILLY'S BURGERS

Your June 2001 *Japan Report* pictures a Japanese ad for Xbox with Bill Gates holding a cheeseburger and a Xbox controller. But if you look closer at his hands, they look like a woman's hands. Is it just me or do you see it too?

—Dan Maas
Minneapolis, MN

Well, if you were one of the richest men in the world, you probably wouldn't have much time to pose for photos which were only going to appear on fast-food placemats in Japan, so it's very possible that the people who created the advertisement just photographed some model's hands and stuck 'em in front of a stock photo of his mug. Notice the position, lighting and scale of the hands when compared to the face. Hard to tell whether they're a guy's or girl's hands, but most likely they don't belong to the man himself!



Whose mysterious hands are those?

THE NAME GAME

First, I wanted to thank you for providing the best video-game service around! I have a question that has been tormenting me relentlessly: Isn't *Final Fantasy IX* technically *Final Fantasy VII* in the US? I mean, they released *Final Fantasy I, II, III, V, VI* (which is really *III* again), then *VII, VIII* and *IX*. Why did they suddenly decide to make the names of the games in North America the same as the Japanese numbers? Why didn't they just keep going the same way they had? Please publish my letter, or my mind may implode from stress. Thanks!

—Gene Angel
Garland, TX

Thanks for your letter, Gene. First, the Japanese games Final Fantasy II, III *and* V *were not released in America.* Final Fantasy IV *was released here as* Final Fantasy II. *Then,* Final Fantasy VI *was released in the U.S. as* Final Fantasy III. *Finally, with the release of* Final Fantasy VII, *the game titles were standardized worldwide. The main thing this accomplished is that it just became a lot easier to understand what game someone was talking about without having to explain which country it was released in.* Final Fantasy VII *is the same game no matter where you are, but if you mention* Final Fantasy II, *you could be talking about either the Famicom game in Japan or the Super Nintendo game in North America.*

TOKEN OF THE MONTH



This month's token is from Fun Zone in Pineville, Louisiana. It was sent in by Brandon Bailey from Forest Hill, LA. Thanks, Brandon!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
Tips & Tricks Magazine
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Beverly Hills, CA 90211

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A GOOD LOOK AT *CHRONO CROSS*

This letter is about the game *Chrono Cross*! In the "Characters" section, you make people very over and underweight. Mostly underweight. Like Leena...does she ever eat? Gosh, 5'5" and only 95 lbs. Also, Miki: 5'7" and only 95 lbs. I'm 5'7" and 210 lbs. Don't you also think it's a little sexist? I'm not complaining; I love it. It's just that when my little cousin comes over, I can't play it. Take a good look—and I mean a *very* good look—at Miki. Take a look at Korcha, too. That's just about all I want to say.

—Jim Reynolds
Tyler, TX

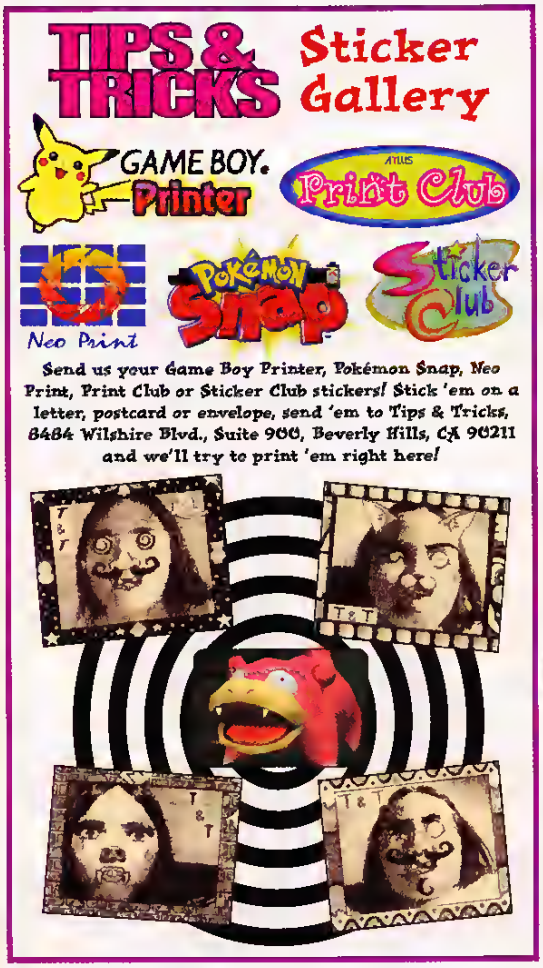
Don't blame us, Jim—blame the character designer. In case you hadn't noticed, images like that are commonplace in video games...and more so in pop art like comics and animation. By that standard, Chrono Cross is hardly the skin-revealing game you make it out to be. Sure, some of the character designs may be questionable in that regard, but during most of the game you're looking at a low-resolution screen with low polygon characters and hardly enough detail to evoke the kind of reaction you seem to think they should.

TOO MANY GAME BOYS

Why does Nintendo keep coming out with different Game Boys? I mean, come on, you don't need four different Game Boys. I've already got three! Why don't they make one perfect Game Boy and then knock it off?

—Ryan Acker
Fredonia, KN

Surely the good people at Nintendo will be quite pleased to learn that you own three Game Boys, and we're sure they would be even more so if everyone bought more than one! To answer your question: When the late Gunpei Yokoi and his team designed the first Game Boy back in the '80s, the technology in newer units like the Game Boy Advance was still many years away. As the years passed and the Game Boy became less expensive to produce, Nintendo made smaller, better Game Boys and even manufactured different-colored units for the fashion-conscious. If the original Game Boy was as powerful as the current models, it would have been much more expensive to produce...and who wants to pay hundreds of dollars just to be able to play Tetris on airplane trips? You certainly didn't need to buy a Game Boy Pocket or a Game Boy Color to do so. We think it's admirable that even the Game Boy Advance is still fully compatible with the original batch of Game Boy games from 1989.



PLAYING FAVORITES

Hello. My name is Dave and I have a question about the staff biographies in your *Power Up!* section. I was just looking over their favorite game lists for May 2001 and June 2001 and I noticed something. They rarely keep a favorite game for more than a month. In these two particular issues, only Jason and Charlotte did. I could understand maybe getting bored of a few, but I mean *all* of them. What is up with that? Oh yeah, I forgot to say all that junk about how this is the best gaming magazine; I can't forget that. But anyway, could you explain why you can't hold interest in one game for over a month?

—David Lewis
Budgeport, WV



Listen to our reader Jim Reynolds and take a "very good look" at Miki from *Chrono Cross*.

Because we play so many different games every month, it's often hard to continue to play and enjoy a game for more than a couple of weeks. Not every game is great, and not every game will excite us for more than a month's time. Besides, it would be really boring if each of us listed the same four games every month, wouldn't it? That's why our "Current Favorite Games" are usually the games we were playing during that period of time (for fun or for "work") that we enjoyed the most. You will see some titles reappear occasionally; for example, Chris B. has listed Shenmue as one of his current favorites for the last three months.

SLAMMIN' AND JAMMIN'

Your new *Sports Desk* section is great. (No, not really...I'm not going to kiss up just to get printed.) It was great until the April issue where you slammed Kobe Bryant, throwing these cheap little puns at us (pg. B5). Don't be a hater. Kobe does make bad decisions, but not like you said. You're just exaggerating, hating and altogether not making any sense. I'll bet you're not so good yourself. I mean, come on—I'd like to see you go out there every night in front of thousands (not to mention TV viewers) and perform great. If you don't like what I have to say, that's fine. You don't have to print my letter, but I would one day like to challenge you on the real court, or in the world of video games, depending on how you would like to lose. Other than that, the magazine is great! Thanks!

—Jonathan Garcia
Huntington Park, CA

Here's a reply from our very own Mike Daly of the TIPS & TRICKS Sports Desk:

Thanks for your spirited letter, Jonathan. You touch on so many points, I'm not sure where to begin, but here it goes. When I first received your letter (and I do apologize for not responding sooner) I was still firmly resolved in my original assessment of Kobe Bryant's decision-making on the basketball court. At the time, Kobe was receiving a fair amount of criticism from fans, the media, his teammates and even the Zen Master himself, coach Phil Jackson. As Kobe rode the bench for several games nursing an ankle injury, the Lakers' future appeared to be clouded at best. Since that point, however, Kobe has made me eat my words. Throughout the Lakers' winning streak and playoff run, Kobe upped the ante in every aspect of his game, including—most importantly—his floor recognition and trust of his teammates. This is all I wanted in the first place; had he showed that degree of poise in the All-Star game, I probably wouldn't have been so quick to dis him in the first place. I apologize for being a "hater" as well as the puns you mentioned. You are right. I'll do my best to steer clear of the puns in the future. As for your challenge, I'm comfortable losing in a variety of settings, so whichever you prefer is fine.

THE RATING GAME

I have a few Sega Genesis games that have a rating by "V.R.C." I just want to know what happened and why the E.S.R.B. took over?

—James Emme
Rushville, IN

Before the E.S.R.B. (Entertainment Software Ratings Board) was established, Sega rated its own games (including first- and third-party Genesis, Game Gear and Sega CD games) by way of an internal rating board called V.R.C. (Videogame Rating Council). It was essentially nothing more than a service that Sega provided to its customers. The E.S.R.B., on the other hand, is an independent board that has the cooperation of many different companies—including Sega, which stopped using the V.R.C. ratings as soon as the E.S.R.B. rating system was established.



Here are some Sega games with the old V.R.C. ratings labels.

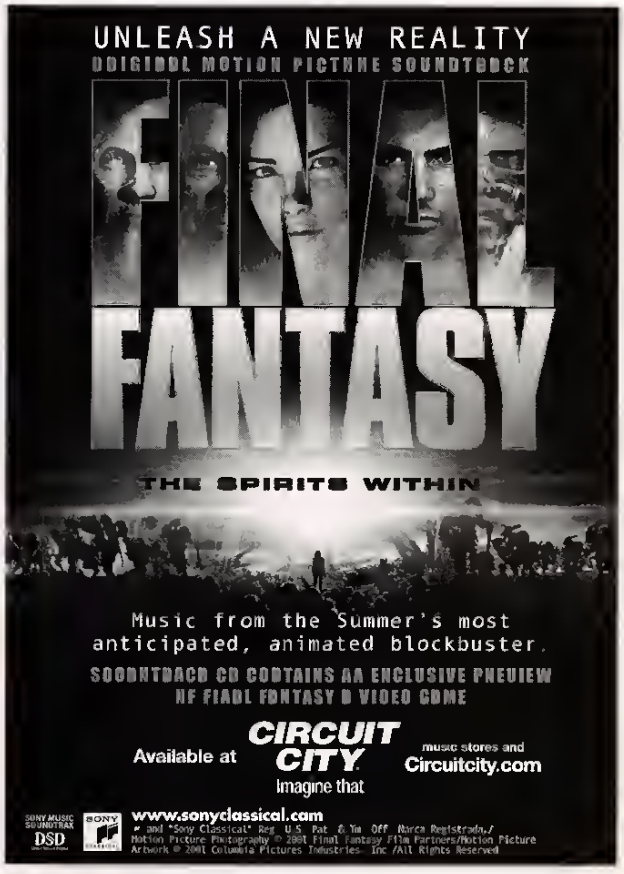
THE LONG AND THE SHORT

When I bought your May issue, I noticed how the Dr. Dan and Dr. Don characters in your *Point Blank 3* strategy look very similar to Ernie and Bert from *Sesame Street*. I know that characters who are short and fat often have tall and skinny companions—for example, Mario and Luigi or R2-D2 and C-3PO—but don't you think they look similar? Please publish my letter and thanks for answering my question.

—Austin
Tualatin, OR

You're right, Austin, you can notice right away that the shapes of their heads and noses seem almost exactly the same. We really have no idea what inspired the character designer who created Dr. Dan and Dr. Don; it could be just a coincidence, but you never know. Bert and Ernie certainly don't have facial hair or carry guns. On the other hand, if you look at the illustration below, you'll see that—like the famous Muppet duo—the stars of Point Blank *don't always have legs! Maybe Dr. Dan has a rubber duckie and Dr. Don's best friends are pigeons...*





WORLD'S SCARIEST POLICE CHASES

by Pat Reynolds

Fans of the Driver series will feel right at home with *Fox's World's Scariest Police Chases (WSPC)*, which uses a very familiar control scheme, but puts the player in control of the police instead of the criminal. If you've seen the Fox television show of the same name, you'll have a good idea of what's in store. The city of Ashland is full of suspects, and it's your job to safely bring them to a stop, using all of your considerable police training techniques (and in some cases, weaponry) to accomplish this task.

THE BASICS

World's Scariest Police Chases takes you onto the streets in several scenarios based on possible real-life incidents. In most of these scenarios, your job is to bring a suspected criminal to a halt, and you can do this via several methods. In many scenarios, you'll be able to stop the suspect by stress. This means staying on his tail long enough to force him to stop on his own. Certain missions will require you to disable the suspect's car. There are two ways to accomplish this. Ramming the suspect vehicle into obstacles will usually get the job done. There are certain scenarios where the vehicle cannot be disabled this way, in which case you'll be able to use firearms. The assortment of weapons in WSPC is varied and impressive; excellent for bringing down a suspect whose car is faster than your own.

ACTIVE DUTY LOG

There are twenty missions in Pursuit Mode, the main single-player mode in *WSPC*. Each mission has one or more goals you must complete in order to finish successfully. Also, every mission has a set of requirements you must meet in order to earn a commendation. In *WSPC*, every commendation you receive will unlock a hidden bonus somewhere in the game. To check which bonuses you've unlocked, go to the Options menu and look under Bonus items. There are lots of hidden vehicles for Patrol Mode—including a taxi, pizza truck, APC and more—plus there are also themes like Flower Power and Halloween! Check out the cheat codes at the end of this guide for an easier way to unlock everything.

STANDARD-ISSUE ARMS

Pistol

This is the standard sidearm for police officers. It has a reasonable rate of fire, but inflicts only a small amount of damage on the target. Its greatest asset is its ability to deliver accurate hits at a longer range than most of the other weapons.

Magnum

Similar to the pistol, but packs a slightly more powerful punch. Like the pistol, the magnum is more accurate at greater distances than the other weapons.

Shotgun

The delay between shots is long, but the shotgun packs a mighty wallop. Also, you'll need to be close to the target in order to deliver any damage.

Assault Rifle

If the suspect is weaving around the road wildly, then it's time to break out the assault rifle. Its high rate of fire makes it the ideal weapon for disabling suspects who are driving like maniacs. Great at close range, but its accuracy is poor if you're too far from the target.

LAW Rocket Launcher

No cop should leave the station without his trusty rocket launcher. This weapon is the most powerful in the game, although it's also very slow. Best used against vehicles that are stopped or traveling in a straight line. Note that if you're too close to the target when the rocket hits, you'll incur some damage as well.

MISSION 1: PURSUIT COURSE





Completion Requirements: Complete two laps around the course and hit no more than two obstacles

Commendation Requirements: Finish the course with 8 seconds or more left on the clock and no collisions

Take your cruiser onto the range and drive two laps with minimum collisions to pass this test. You can take out two obstacles (cones or roadblocks), but a third hit will end your run. Standard racing strategy works here; start turns from the inside of the curve to give yourself lots of room to slide around the corner.

MISSION 2: BASIC PURSUIT





Completion Requirements: Disable the instructor's vehicle before it reaches the safe house

Commendation Requirements: Complete the mission with less than 50% damage to your vehicle

This is your first taste of pursuit, and you'll have to disable the other vehicle before it reaches the end of the course. The fastest way to do this is by pulling alongside and broadsiding the car into the rails along the road. Unlike ramming the car from behind, this method will slow the vehicle, inflict more damage and put you in a position to cause extra damage by repeatedly hitting it from the side.

MISSION 3: ADVANCED PURSUIT



Completion Requirements: Disable the instructor's vehicle before it reaches the safe house, and collect the evidence within the time limit.

Commendation Requirements: Achieve a 95% or better firearm accuracy and suffer 36% or less damage to your vehicle.

This is the first mission in which firearm use comes into play. It's also your first multi-goal mission. Wait until the suspect's vehicle leaves the road, at which point you'll receive verbal permission to employ your firearm. Switch to the pistol and press Up to auto-target the suspect vehicle. Wait until you're close before shooting to guarantee the hit. Shortly into the chase, the suspects will toss a briefcase from their vehicle. Ignore it and continue wearing them down by using the broadsiding technique discussed earlier along with your pistol. When the vehicle stops moving, immediately pull a U-turn and retrace your path to the dropped evidence. Roll over it to pick it up and complete the mission.

MISSION 4: EXPERT PURSUIT



Completion Requirements: Complete the course within the time limit, hit at least four targets and avoid collisions with obstacles.

Commendation Requirements: Complete the course with 20 seconds or more remaining, hit all 5 targets and avoid colliding with any obstacles.

This mission teaches you to combine your driving and shooting skills. First, though, you'll need to negotiate an obstacle course lined with cones. During this mission, you cannot hit any obstacles; hit one and you'll have to restart. Follow the course until you reach the dead end, wait for instructions, then carefully turn around so you're facing back the way you came. You'll see a fork in the road—follow the left route (the path on the right leads back to the start). When you see a target alongside the road, quickly press **Up** to move your auto-aim sights onto it and **R1** to blast it with your shotgun. If you try not to slow down while shooting the targets, you'll make it through the course with time to spare.

MISSION 5: DUI DUMMY



Completion Requirements: Disable the suspect's vehicle.

Commendation Requirements: Force the drunk driver to stop by stress.

At the start of this patrol, you're driving in the wrong direction, so quickly turn around, turn on your flashers and siren and follow the arrow to the location of the suspected drunk driver. He's weaving like crazy, and you can use that to your advantage if you want to use force to stop him. Anticipate his path and use your vehicle to force him into walls, buildings or other cars. A couple of solid side impacts against buildings will finish him off. However, if you want the commendation, you're going to have to stay with the DUI suspect for quite some time. He's not very difficult to tail, although he does have a couple of tricks up his sleeve—one of which requires you to pursue him into (and back out of) an underground parking facility. When his stress meter fills up, he'll stop and you'll get the commendation.

MISSION 6: THE CRAZED CAR THEIF



Completion Requirements: Disable the suspect's vehicle.

Commendation Requirements: Stop the suspect by stress and suffer less than 50% damage to your vehicle.

Follow the arrow to catch up with the suspect. You'll have to drive through a circular freeway entrance exchange; take the left route to get onto the main road quicker. When you spot the suspect, he's traveling the opposite direction on the other side of the freeway. You'll have to continue on until you see a break in the central railing. Use the parking brake to pull a fast U-turn, then catch up to the suspect. He'll leave the freeway and lead you on a high-speed chase through the city park. Since you can't use weapons on this mission, you'll either have to use your ramming techniques to stop him or stay with him long enough to stress him out.

MISSION 7: GANGBANGER DEATHMATCH

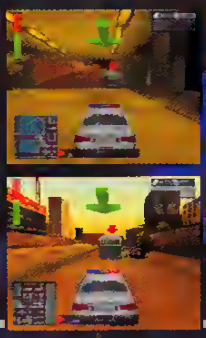


Completion Requirements: Arrive at the crime scene within the time limit and disable the suspect's vehicle.

Commendation Requirements: Arrive at the scene of the shootout within 55 seconds and disable the suspect without suffering more than 50% damage.

This is a three-part mission consisting of a timed drive to the scene of the crime, chasing and disabling the suspect vehicle, then racing back along your path to recover evidence. You've got barely enough time from the start to reach the suspect, so floor it and take care not to hit anything along the way. Remember that civilian vehicles will move to the right as you approach, so pass them on the left to avoid collisions. When you reach the scene, the suspect is peeling away in the opposite direction, so turn around and start the chase. Shortly into the chase, you'll receive word that the suspect has thrown a gun from the car. You must disable the vehicle as quickly as possible, so open fire on it and take advantage of any ramming opportunities. After firing at the suspect, you'll get word to hold fire. Ignore it and keep firing. After disabling the vehicle, do a U-turn and follow the arrow back to the dropped evidence. If you disabled the suspect quickly enough, you should have enough time to pick up the evidence and clear the mission.

MISSION 8: BUS DRIVER GONE BAD



Completion Requirements: Force the bus to stop through stress

Commendation Requirements: Both your vehicle and the bus must finish with less than 50% damage

At the start of the mission, the bus has just passed your location. Immediately turn right and drive through the fence, turning around and falling in behind the bus. Because there are civilians on the bus, you are not able to use your weapons. The bus can take more damage than your cruiser, so the only possible way to stop it is by stress. Luckily, the bus is slow, so staying behind it isn't difficult. Stay as close to the bus as possible and try to keep right behind it, as the bus has a tendency to plow through other vehicles and leave them in your path. The trick to this mission is to force the driver to stop before he reaches the collapsed bridge. Sticking as close to the bus as possible is the key. Also, by the time the bus enters the tunnel at the start of the mission, you should have built up about a half-inch on its stress bar. If the bus gets to the tunnel with no stress built up, you might as well restart; it's going to reach the bridge before you can force it to stop.

MISSION 9: DRUG SMUGGLING SCUM



Completion Requirements: Follow the suspect without being spotted, disable the suspect's vehicle when authorized, then return to collect the evidence within the time limit.

Commendation Requirements: Take less than 50% damage to your car, and use your firearm with 90% or better accuracy.

This is the first mission where you'll have to maintain a certain distance between your undercover vehicle and the suspect. Obviously, activating your flasher and siren while tailing the suspect will result in failure while you're trying to inconspicuously follow the suspect. You'll need to keep an eye on the distance meter and stay in the green, as well as avoid other vehicles. Adding to the frustration is the fact that the suspect will make several stops along the way, which means that if you're not paying attention, you can easily drive right into the danger zone and get spotted. Watch for the brake lights to indicate a stop. Try to stay in the lower half of the safe zone on the distance meter, so you have some time to quickly stop if the suspect does. Wait for him to start moving again, then pick up the chase. After the drug deal goes down, you're free to light up the flashers and break out the shotgun. Do whatever you can to disable the suspect's car as quickly as possible, then race back to collect the abandoned evidence.

MISSION 10: RACE AGAINST DEATH



Completion Requirements: Arrive at the accident site within the time limit, then lead the ambulance to the hospital within the time limit

Commendation Requirements: The ambulance must reach the hospital in 2:00 or less

Just past the start of the mission, the arrow will lead you through a tight shortcut starting with a sharp right. You can avoid this route by continuing on to the next street and turning right. It's actually a bit safer to take this alternate route than the shortcut. Once you reach the crash site, you'll have to lead the ambulance to the hospital. Once again, you'll need to keep an eye on the distance meter so you don't drive too far ahead of the ambulance. If you get too far ahead, slow down and let it catch up. When you get onto long, straight stretches of road, you can put the pedal to the metal and the ambulance shouldn't have a problem staying with you. It's the corners that lead to problems—take them slowly, since the ambulance can't cut around them as tightly as you can.

MISSION 11: SENTENCE OF FIRE



Completion Requirements: Deactivate all four bombs within the time limit

Commendation Requirements: You must cause less than $20,000 worth of property damage

Disarming bombs is a new twist; very different from the gameplay you've experienced so far. To disarm a bomb, you'll need to stop the bomb squad truck next to it. Remember that you're not in your cruiser for this mission, and the bomb truck handles like a pig. Start your turns and your braking early to compensate. Driving over a bomb causes it to detonate, and that's never a good thing. From the start, turn right upon exiting the parking garage and drive along the street, ignoring the closest bomb. Consult your map and head for the westernmost bomb location. Make a U-turn near the bomb so you're facing back the way you came. Next, head back and disarm the second bomb in the mall area (the one near the starting location). The third bomb location is tricky. Although it looks like there are three approaches to reach it, two of the paths are inaccessible. You'll have to head north to the next road, and then take the turn to the south (through a hard-to-spot alley) into the park. The bomb is on the bridge over the water. Finally, head to the northern east/west street and take that until you see the small side street leading to the final bomb.

MISSION 12: NOSEY NEWS VAN





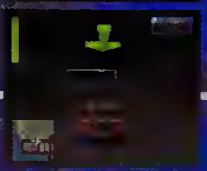
Completion Requirements: Lose the news van and return to the rendezvous site, then disable the suspect vehicle.

Commendation Requirements: Lose the news van and return to the rendezvous site in under 90 seconds. Take 50% or less damage to your vehicle.

Losing the news van is a tricky proposition. It's fast on open stretches of road, so the best strategy is to take a course that involves a lot of turning. You can also drive to the end of the long strip near where you start, then use the parking brake to pull a tight U-turn. The news van will plow right into you, but if you floor it back up the road, you can usually get enough distance between your vehicle and the van to lose it. Don't stray too far from the rendezvous point, though, since you'll still need to get back there after losing the van. Once you're back at the rendezvous site, the remainder of the mission consists of disabling the suspect's vehicle.

MISSION 13: THE STOOL PIGEON



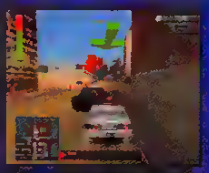


Completion Requirements: Arrive at the precinct.

Commendation Requirements: Arrive at the precinct with 50% or less damage taken.

This mission starts out innocently enough. You can follow the green arrow; it knows the quickest route to the precinct, or consult the map and take your own preferred route. (I like the route along the northernmost road of the map, which turns south and leads almost directly to the precinct). Either way, you'll be attacked by a couple of hostile cars shortly into the drive. The only option is to outrun them, since they outnumber you and attempting to disable them will only result in wrecking your vehicle. If you drive as fast as possible, avoid any collisions and take the corners as quickly as you can, you'll reach the precinct in one piece.

MISSION 14: THE TANK RUSH





Completion Requirements: Disable two tanks.

Commendation Requirements: Take 75% or less damage to your cruiser and 50% or less to the APC.

There are three parts to this mission. First, you'll need to drive to the location of the tank within about 30 seconds. This isn't hard, as long as you don't hit anything. When you arrive at the scene, you'll need to chase the tank and attempt to disable it. Switch to the assault rifle and try to stay out of range of the tank's cannon. Weaving back and forth across the road works well. You must stop the tank before it reaches the stadium. When you receive permission to use the LAW rocket launcher, select it, then get right behind the tank and fire away. After the first tank is knocked out, drive to the location of the APC and approach it to automatically switch vehicles. Check your map for the location of the second tank and head toward it. Unlike the police cruiser, the APC is more than a match for the tank. In fact, it can't even hit you if you stay out of its range, which is about 3/4 of a block behind it. Your cannon has better range, though, so if you stay out of range and continuously fire at the tank you'll clear the mission without a problem.

MISSION 15: NOTHING IS EVER ROUTINE



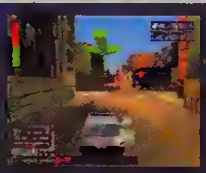


Completion Requirements: Reach the precinct.

Commendation Requirements: Reach the precinct with 50% or less damage.

You start the mission on the tail of a fleeing suspect. Stay with him until he reaches the cul-de-sac where two more cars are waiting. They immediately open fire on you, after which you must retreat back to the precinct in order to survive the mission. Similar to mission 13, you'll have to weave and take corners quickly to put distance between you and the enemy cars. Follow the arrow to the precinct. There's a great shortcut through the park just southwest of the precinct; if you take it, your pursuers will stay on the main roads and you'll be able to gain critical space as you negotiate the turns leading to the precinct.

MISSION 16: JACKED UP JAILBIRD





Completion Requirements: Disable the suspect.

Commendation Requirements: Take 50% or less damage and have a 90% or better shooting accuracy.

There are two things working against you in this mission. First, this is the toughest chase you've yet encountered in the game. The suspect leads you through narrow alleys and other tight places. Second, this is the first mission in which you'll be driving the big police 4x4 vehicle instead of a standard cruiser. You'll have to adapt to the different handling of the new vehicle quickly (or practice in Free Patrol mode to get the hang of it). You'll be able use your firearms during the mission; I suggest the assault rifle. As always, use caution when there are civilian vehicles on the road—accidentally hitting one will end the mission immediately.

MISSION 17: LOU FERRIS RETURNS



Completion Requirements: Disarm the bomb and disable the suspect.

Commendation Requirements: Suffer 50% or less damage to your vehicle.

This mission starts with a long haul across the city. Drive carefully so that you can arrive at the scene with as little damage to your cruiser as possible. Once at the bomb site, you'll see four possible bomb locations in the area. You'll need to identify the bomb by driving near the four marked objects. There are two pairs of these, so driving between each pair is the quickest way to positively I.D. the bomb. Once this is accomplished (you'll see the "?" above the bomb location turn into a "!"), you must pursue Lou Ferns and disable his car. He's got a head start, so catch up to him quickly and then use the magnum to disable his car.

MISSION 18: BRAZEN BANK BANDIT



Completion Requirements: Stop both suspects and collect the evidence.

Commendation Requirements: Stop both suspects and collect all evidence in 4:00 or less.

There are two suspect vehicles to disable in this mission. From the start, you'll need to turn around because the road ahead is blocked by a spike strip. After turning around, turn right at the first street. It's blocked off by cones, but you can get through. The first suspect will drive past you at the end of the street—the chase is on! Use your ramming techniques and your firearms to disable the vehicle as quickly as possible. Next, check your map and drive to the second suspect vehicle. Repeat the process of disabling it to finish the mission. After you've disabled both vehicles, you'll need to go back and collect the evidence that was dropped during the chase.

MISSION 19: 30 MINUTES OR LESS



Completion Requirements: Disable the suspect vehicle.

Commendation Requirements: Suffer 25% damage or less to your vehicle.

This is one of the tougher "disable" missions in the game. You're driving a pizza delivery truck, which isn't made for high-speed chases, and you've got only the Magnum and a very limited ammo supply. Luckily, the Magnum delivers good, accurate damage at fairly long ranges. As long as you can avoid too many collisions—and have excellent marksmanship—you should be able to cause enough damage with the Magnum so that it'll take just a couple of sideswipes to stop the van. After you've done this, you'll need to race the clock to reach the dropped evidence.

MISSION 20: FINAL SHOWDOWN



Completion Requirements: Disable the suspect vehicle.

Commendation Requirements: Suffer 50% or less damage and have a shooting accuracy of 90% or greater.

The final mission pits you against Lou "Mad Bomber" Ferris one last time. He's in a heavily armored limo this time, and when you catch up to him, there's another police cruiser right on his tail (and directly in your line of fire). Follow them until Lou disables the second police car, then start firing with your assault rifle. If you can get to within a few car lengths—and the limo is traveling in a straight line—break out the rocket launcher. It's the only weapon that does decent damage against the limo. Ammo is extremely limited, though, so make every shot count. If you run out of rockets, hang back and pick away at the limo with your handgun and assault rifle.

CHEAT CODES

If you just don't have the patience to play through all 20 missions and earn all of the commendations, you can use these codes to make things easier. All codes can be entered at the main menu:

All Missions
Down, Up, Left, Right, ×, △, ○, □

All Starting Locations in Patrol Mode
Down, Up, L2, L1, ×, △, R2, R1

All Bonuses
Left, Right, L1, R1, ○, □, R2, L2



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AP GAMES

GRAN TURISMO 3 A-spec

by Ara Shirinian



Possibly the most eagerly awaited PlayStation 2 game yet, after many months of delays *Gran Turismo 3* is finally here! In this strategy guide I'll focus on all the present cars you can win in the game, plus some tips on modifying the settings for your car.

ARCADE MODE



DIFFICULTY LEVEL SELECTION

There are actually four different difficulty settings in Arcade Mode. The "Professional" level will appear in place of "Hard" if you hold L1 + R1 at this screen. Besides the skill level of the opponent cars, the length of each race also changes with the difficulty level. Note that with some extremely long or short courses, the total number of laps may vary from the usual number.

Easy	2 lap race
Normal	3 lap race
Hard	5 lap race
Professional	10 lap race plus tire wear

ARCADE MODE GOODIES



Whenever you place first in all of the races that correspond to a certain difficulty level and area, you'll unlock either cars or more courses. You won't get anything special for winning a race at the Professional level, though. Remember, all the cars unlocked here are for Arcade Mode only and won't appear in your garage in Gran Turismo mode.

Place first in...	To unlock this...
Easy	
All Area A courses	Area B courses
All Area B courses	Area C courses
All Area C courses	Area D courses
All Area D courses	Area E courses
All Area E courses	Area F courses
All Area F courses	Ending Movie A
Normal	
All Area A courses	Eunos Roadster (Class C)
All Area B courses	TT 1.8T quattro (Class B)
All Area C courses	RX-8 (Class A)
All Area D courses	Z Concept (Class A)
All Area E courses	RUF RGT & Tuscan Speed 6 (Class A)
All Area F courses	Viper GTS R Concept & Speed 12 (Class S), Ending Movie B
Hard	
All Area A courses	C-West Razo Silvia JGTC (Class S)
All Area B courses	Delta HF integrale Rally Car (Class R)
All Area C courses	Vertigo Race Car(Class S)
All Area D courses	Zonda Race Car (Class S)
All Area E courses	Esperante GTR-1 & R390 GT1 LM Race Car(Class S)
All Area F courses	GT-one Race Car & 787B (Class S)

GRAN TURISMO MODE

NOTES ON HANDLING

First, let me explain two important driving terms: understeer and oversteer. These are both partially explained in the reference manual, so I'm only going to say a few more words on them. When trying to turn at a corner, if your car seems to turn less than what you expect it to, that's called understeer. A lot of understeer is bad because your car will not be able to maneuver very effectively. On the other hand, if your car understeers, it will be far less prone to spinning out. If your car seems to turn more than you expect it to, or if it seems to continue to turn in the same direction even though you've stopped steering, that's oversteer. A lot of oversteer is bad because your car can spin out quite easily. Another bad side effect is that you may lose too much speed while turning in a heavy oversteer. However, a little oversteer can be desirable because it allows you corner more sharply than you would be able to otherwise.

You'll find big differences between various cars in the way they handle. The choice of car that you'll be most successful with partly depends on your preference and driving style. Remember, each car is different and the details given below should only be regarded as general information. The most obvious differences are caused by different engine/drivetrain configurations (FF, FR, RR, MR, 4WD) and by the car's hp and weight. There are two factors that influence how quickly the car responds to steering: Weight and how it is distributed throughout the car. In real life, these factors—considered together—make up what is called the polar moment of inertia. In *GT3*, all you have to be concerned with is that a heavier car will generally respond slower to steering than a lighter one. If two cars are of equal weight, the larger one (whose distribution of weight covers more area) will respond more slowly to steering than a smaller one. Cars with a higher polar moment also tend to be more stable and can understeer at the start of a turn. FF cars in general will naturally understeer, while FR and RR cars usually will have varying degrees of oversteer. MR cars are similar to FR ones, but have a lower polar moment. This makes them more maneuverable but less stable than FR cars. 4WD cars have more traction and can maneuver better than other types, but tend to be heavier and hence have a higher polar moment. Finally, cars with more horsepower will obviously accelerate much faster than ones with low horsepower. It's important to keep in mind that extremely high hp cars (600hp and up) take a certain amount of skill to drive. A beginner may actually find that his or her lap times will become slower when using certain cars if their hp is raised too much after tuning.

SUMMARY



This Property...	Results in This...
Heavy car / High polar moment of inertia	Slow steering response / Spins out slowly / More stable
Light car / Low polar moment of inertia	Fast steering response / Spins out quickly / Less stable
FF drivetrain	Tendency to understeer
FR / RR drivetrain	Tendency to oversteer
MR drivetrain	Tendency to oversteer / Lower polar moment of inertia than FR
4WD drivetrain	Higher traction / Higher polar moment of inertia than others

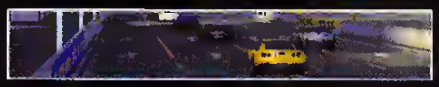
YOUR FIRST CAR

Unlike the previous games in the *Gran Turismo* series, there's no used car shop anymore. This means that at the very beginning of the game, your car-buying options are quite limited. With the initial 15,000 credits you have available, you'll only be able to buy one of the following seven cars. Remember, the specs listed here may be different from the specs at the dealer because a car's horsepower will often drop after your purchase!

Car Name	Maker	Cost	Overall Rank	Power & Weight (initially)	Power & Weight (after all tuning)	Engine Type	Drivetrain
1. Mira TR-XX Avanzato R	Daihatsu	11,140	6	61 hp / 1,543 lbs.	168 hp / 1,373 lbs.	Turbo L4 DOHC	FF
2. Storia X4	Daihatsu	13,900	7	114 hp / 1,851 lbs.	186 hp / 1,646 lbs.	Turbo L4 DOHC	4WD
3. Demio GL-X	Mazda	14,660	4	95 hp / 2,116 lbs.	258 hp / 1,882 lbs.	NA · DOHC	FF
4. Alto Works Suzuki Sports Limited	Suzuki	12,220	2	61 hp / 1,565 lbs.	219 hp / 1,391 lbs.	Turbo L3 SOHC	4WD
5. Vitz Euro Edition	Toyota	12,880	5	83 hp / 1,873 lbs.	222 hp / 1,666 lbs.	NA L4 DOHC	FF
6. Sprinter Trueno GT-APEX (AE86 Type I)	Toyota	13,550	1	123 hp / 2,039 lbs.	334 hp / 1,814 lbs.	NA L4 DOHC	FR
7. Vitz RS 1.5	Toyota	14,530	3	105 hp / 2,072 lbs.	272 hp / 1,843 lbs.	NA L4 DOHC	FF



You can clearly see that the Sprinter Trueno is the most powerful car for your money here. Even so, you might not want to buy it first, since you can obtain a faster version of that same car by winning the Sunday Cup. The Alto Works is also a good choice; since it's quite light and it's 4WD, it may be an easier car to start out with. On the other hand, if you're skilled enough, the best way to start the game is to obtain the RX-8 by earning all gold prizes in the A License Tests.



SPECIAL REGULATION EVENTS

Some events have special regulations. If a present car can be entered in one of those events (besides drivetrain and engine aspiration), it will be denoted in the "Special Regulations Satisfied" column in the Present Car catalog.

The special categories and my abbreviations are are follows. Also, the best car for each event type is listed, taking into consideration power after all tuning, handling characteristics, and how difficult each car is to obtain. Of course, a present car which satisfies the special regulations for the same event in which it is obtained will not be listed in the "Best car..." column, even if it's better than all the other cars of its category.

GAME FLOW

During the first half of the game, your resources are extremely limited. You won't have nearly enough credits to buy what you want and you might have to play the same race over and over to accumulate enough funds to step your car up to the next level. Unless you're trying to collect every single car model in the game, don't be afraid to sell off mediocre cars you've won. Most of the cars you win at this stage of the game certainly won't be useful to you later if they're not worth using now. However, one exception is the Vitz RS 1.5 which you can obtain by winning the Beginner League FF Challenge. You'll need that car later for the Professional League Vitz Race. Another is the Roadster RS, which you will need for the Roadster Endurance event.

The further you progress in the game, the less important credits will be. At some point, money will become completely useless and you'll have more than you could reasonably spend. Don't be afraid to spend all the credits you currently have for a new, much faster car or for that Stage 4 Turbine Kit. Don't worry about money, but know that you can sell a car for only 25% of its original price, and you can never recover credits from buying any car parts or modifications.

Abbreviation	Satisfies this Special Regulation...	Best car for the event...	How to get it...
Lightweight	Can be entered in the Lightweight K Cup event	1. Alto Works Suzuki Sports Limited	Complete the 4WD Challenge (Beginner League)
USA	Can be entered in Stars & Stripes events	2. Corvette CSR	Complete 50% of the game, or buy at the Chevrolet dealer for 1,000,000 Cr.
Spider	Can be entered in Spider & Roadster events	3. RUF 3400S	Complete the German Touring Car Championship (Amateur League), or buy at the RUF dealer for 76,740 Cr.
80's	Can be entered in 80's Sports Car Cup events	4. Fairlady Z Version S Twin Turbo 2 seater	Buy at the Nissan dealer for 39,900 Cr.
Type R	Can be entered in Type R Meeting events	5. NSX Type R	Buy at the Honda dealer for 99,570 Cr.
Boxer	Can be entered in Boxer Spirit events	6. Impreza LM Race Car	Complete the Dream Car Championship (Amateur League)
Italian	Can be entered in the Italian Avant Garde event	7. Zonda C12S	Complete the Race of NA Sports (Professional League)



Additionally, there are some special events where only one model or make of car is allowed to enter. Instead of including those on the big chart, I'll briefly illustrate them here:

Event	Special Regulation	Best car for the event...	How to get it...
Audi TT Tourist Trophy	Audi TT 1.8T quattros only	8. TT 1.8T quattro	Buy at the Audi dealer for 46,580 Cr.
Legend of Silver Arrow	Any model Mercedes-Benz	9. CLK S5	Buy at the Mercedes-Benz dealer for 93,110 Cr.
Altezza Race	Any model Toyota Altezza	10. ALtezza RS200	Buy at the Toyota dealer for 24,000 Cr.
Vitz Race	Any model Toyota Vitz	11. Vitz RS 1.5	Complete the FF Challenge (Beginner League)
Evolution Meeting	Any model Mitsubishi Lancer	12. Lancer Evolution VI RS	Buy at the Mitsubishi dealer for 25,980 Cr.
Beetle Cup	Any model Volkswagen New Beetle	13. New Beetle RSi	Buy at the Volkswagen dealer for 70,000 Cr.
Race of Red Emblem	Any model Nismo or Nissan Skyline	14. Calsonic Skyline JGTC or Loctite Zexel GT-R JGTC	Complete the All Japan GT Championship (Amateur League)
Elise Trophy	Any model Lotus Elise	15. Motor Sport Elise	Buy at the Lotus dealer for 100,000 Cr.
Clio Trophy	Any model Renault Clio	16. Clio Sport Race Car	Buy at the Renault dealer for 300,000 Cr.
Tuscan Challenge	TVR Tuscan Speed 6s only	17. Tuscan Speed 6	Buy at the TVR dealer for 80,780 Cr.
Polyphony Digital Cup	Unmodified, non-race cars only	18. GT-one Road Car (no modifications)	Complete the Gran Turismo World Championship (Amateur League)
Formula GT	Race Cars only	19. F094/S	Complete the Polyphony Digital Cup
Roadster Endurance	Unmodified Mazda Roadsters only	20. Roadster RS (no modifications)	Complete the Spider & Roadster event (Beginner League)
Trial Mountain Endurance	Unmodified, non-race cars only	21. GT-one Road Car (no modifications)	Complete the Gran Turismo World Championship (Amateur League)



PRESENT CAR CATALOG

For each event you complete, you'll obtain a shiny new present car! The catalog that follows details all the present cars for each racing event. Here are a couple notes to remember:

- The "Power" columns don't include the additional hp gained by changing your oil once on a new car, which can be as much as 40 hp!
- A name in *italics* means that particular car cannot be bought at the dealer. It may or may not even appear at the car dealer, however.
- Most present cars have the same name as cars at the dealer, but they're usually slightly more powerful. These are not specially marked.
- Formula cars cannot be modified at all.
- In order to complete an event, you must obtain 1st place in all its races. If the event is a series of races, you must place 1st overall at the end of the series.
- In series events, the present car you obtain will be one out of four possible models. You can easily tell if this is happening because four car silhouettes will appear at the present car screen, and only one of them will be unveiled while the other three will disappear. However, in a few series events, all four cars may actually be exactly the same model with different body colors. In such cases the present car will only be listed once. Car colors don't appear in this catalog.

Event Completed	Present Car	Sell Value (Cr.)	Drivetrain	Initial Power (hp)	Max. Power After All Tuning (hp)	Highest Engine Tune Stage	Special Regulation Satisfied
Misc. Requirements							
Game 50% Clear	*Corvette C5R*	250,000	FR	609	982	NA 2	USA
Game 75% Clear	*787B*	500,000	MR	689	936	Turbo 1	—
Game 100% Clear	*F094/S*	875,000	MR	789	789	—	—
Arcade Mode Time Attack all 1st place	Esperante GTR-1	500,000	FR	587	960	NA 2	—
Beginner League Clear	Lancer Evolution V GSR	8,120	4WD	306	542	Turbo 3	—
Amateur League Clear	Viper GTS R Team Oreca	250,000	FR	587	966	NA 2	USA
Professional League Clear	*F686/M*	287,500	MR	925	925	—	—
Rally Events Clear	Escudo Pikes Peak Version	250,000	4WD	973	1,790	Turbo 4	—
Endurance Events Clear	*F094/H*	250,000	MR	789	789	—	—
License Tests							
B All Gold	Roadster RS	5,820	FR	160	324	NA 3	Spider
A All Gold	*RX-8*	75,000	FR	280	514	NA 2	—
IB All Gold	*Nissan Z Concept*	75,000	FR	273	571	NA 3	—
IA All Gold	*Vanquish*	70,000	FR	448	745	NA 3	—
S All Gold	*Viper GTS R Concept*	75,000	FR	497	932	NA 3	USA
R All Gold	*Impreza Rally Car Prototype*	87,500	4WD	300	522	Turbo 3	Boxer
Beginner League							
Sunday Cup	Sprinter Trueno GT-APEX (AE86 Type I)	3,387	FR	127	344	NA 2, Turbo 3	80's
Clubman Cup	Eunos Roadster	4,225	FR	130	353	NA 3, Turbo 2	80's, Spider
FF Challenge	Vitz RS 1.5	3,632	FF	108	280	NA 2, Turbo 2	—
FR Challenge	Silvia K's (S13 1800cc)	4,715	FR	171	484	Turbo 4	80's
MR Challenge	MR-S S Edition	4,950	MR	138	284	NA 2, Turbo 2	Spider
4WD Challenge	Alto Works Suzuki Sports Limited	3,055	4WD	63	226	Turbo 3	Lightweight
Lightweight K Cup	*Mini Cooper 1.3i*	4,207	FF	61	169	NA 1, Turbo 2	Lightweight
Stars & Stripes	Camaro SS	7,382	FR	325	725	NA 3	USA
Spider & Roadster	Roadster R5	5,820	FR	160	324	NA 3	Spider
80's Sports Car Cup	Savanna RX-7 Infini III (FC)	8,075	FR	209	442	Turbo 3	80's
Race of NA Sports	CR-X del Sol SiR	4,682	FF	165	273	NA 2	Spider
Race of Turbo Sports	Mira TR-XX Avanzato R	2,785	FF	63	173	Turbo 2	Lightweight
Audi TT Tourist Trophy	TT 1.8T quattro	11,645	4WD	220	396	Turbo 3	—
Legend of Silver Arrow	SLK 230 Kompressor	13,827	FR	192	402	Turbo 3	Spider
Altezza Race	One of 2 cars:						
	Celica SS-II	4,925	FF	185	329	NA 3	—
	Celica SS-II (ST202)	5,340	FF	180	320	NA 3	—
Vitz Race	Vitz RS 1.5	3,632	FF	108	280	NA 2, Turbo 2	—
Type R Meeting	Civic SiR-II (EG)	4,722	FF	162	372	NA 2, Turbo 3	—
Evolution Meeting	Lancer Evolution IV GSR	7,495	4WD	270	495	Turbo 3	—
Beetle Cup	New Beetle RSi	17,500	4WD	224	448	Turbo 3	—
GT World Championship	One of 4 cars:						
	Eunos Roadster	4,250	FR	117	323	NA 3, Turbo 3	80's, Spider
	Lancer Evolution VI GSR	8,120	4WD	311	532	Turbo 3	—
	Celica GT-FOUR (ST205)	8,165	4WD	250	456	Turbo 3	—
	Skyline GT-R V spec II (R32)	13,150	4WD	306	834	Turbo 4	80's
Amateur League							
Japanese Championship	One of 4 cars:						
	FTO GP Version R	5,400	FF	195	372	NA 3	—
	Impreza Wagon WRX STi Version V	17,297	4WD	282	523	Turbo 3	Boxer
	Lancer Evolution IV GSR	7,495	4WD	270	495	Turbo 3	—
	RX-7 Type RZ	9,995	FR	289	675	Turbo 4	—
American Championship	One of 4 cars:						
	Impreza Sedan WRX STi Version VI	7,297	4WD	284	529	Turbo 3	Boxer
	RX-7 Type RS	9,445	FR	286	675	Turbo 4	—
	TT 1.8T quattro	11,645	4WD	220	396	Turbo 3	—
	Camaro Race Car	250,000	FR	592	945	NA 2	USA
European Championship	One of 4 cars:						
	Mini Cooper 1.3i	4,207	FF	61	169	NA 1, Turbo 2	Lightweight
	Skyline GT-R V-spec II (R34)	14,370	4WD	331	1,020	Turbo 4	—
	Elise 190	14,632	MR	187	275	NA 1, Turbo 1	Spider
	Vertigo Race Car	300,000	FR	418	723	NA 2	—
GT World Championship	One of 4 cars:						
	C-West Rázo Silvia JGTC	50,000	FR	295	488	Turbo 2	—
	Nissan Z Concept	75,000	FR	273	571	NA 3	—
	RX-8	75,000	FR	280	490	NA 2	—
	GT-one Road Car (TS020)	550,000	MR	599	1,067	Turbo 4	—

Event Completed	Present Car	Sell Value (Cr.)	Drivetrain	Initial Power (hp)	Max. Power After All Tuning (hp)	Highest Engine Tune Stage	Special Regulation Satisfied
German Touring Car Chp.	One of 4 cars:						
	Lupo Cup Car	12,500	FF	122	274	NA 2, Turbo 2	—
	New Beetle Cup Car	18,750	FF	202	400	NA 3	—
	RUF 34005	19,185	MR	305	600	NA 1, Turbo 3	8oxer
	Astra Touring Car (Opel Team Phoenix)	245,000	FR	453	789	NA 3	—
FF Challenge	*Celica TRD Sports M*	6,375	FF	196	404	NA 3	—
FR Challenge	*Sprinter Trueno GT-APEX S.S. version*	125,000	FR	207	368	NA 3, Turbo 3	80's
MR Challenge	NSX Type S Zero	24,642	MR	284	507	NA 3	—
4WD Challenge	Lancer Evolution VII GSR	7,495	4WD	314	564	Turbo 3	—
Stars & Stripes	*Spoon S2000 Race Car*	50,000	FR	271	338	NA 1	—
8oxer Spirit	Legacy 84 Blitzen	7,500	4WD	276	526	Turbo 3	8oxer
80's Sports Car Cup	*Nismo Skyline GT-R S tune (R32)*	25,000	4WD	403	830	Turbo 3	80's
Race of NA Sports	*RX-8*	75,000	FR	280	490	NA 2	—
Race of Turbo Sports	*Mine's Lancer Evolution VI*	30,000	4WD	394	490	Turbo 1	—
Gran Turismo All Stars	One of 4 cars:						
	Nismo Skyline GT-R R tune (R34)	25,000	4WD	451	875	Turbo 3	—
	Mine's Skyline GT-R N1 V spec (R34)	50,000	4WD	591	700	Turbo 1	—
	GT40	112,500	MR	306	552	NA 3	—
	Raybrig NSX JGTC	312,500	MR	473	982	NA 2, Turbo 4	—
All Japan GT Championship	One of 4 cars:						
	Calsonic Skyline JGTC	312,500	FR	461	877	Turbo 4	—
	Loctite Zexel GT-R JGTC	312,500	FR	461	877	Turbo 4	—
	Denso Sard Supra GT JGTC	312,500	FR	463	923	Turbo 4	—
	ARTA NSX JGTC	312,500	MR	473	982	NA 2, Turbo 4	—
Audi TT Tourist Trophy	54	9,932	4WD	260	592	Turbo 4	—
Race of Red Emblem	*Nismo 400R*	30,000	4WD	394	801	Turbo 4	—
Legend of Silver Arrow	*CLK Touring Car (D2 AMG Mercedes)*	245,000	FR	442	792	NA 3	—
Altezza Race	One of 3 cars:						
	Vitz RS 1.5	3,632	FF	108	280	NA 2, Turbo 2	—
	Tom's X540 Chaser	16,250	FR	314	804	Turbo 4	—
	Altezza LM Race Car	187,500	FR	596	—	—	—
Type R Meeting	One of 4 cars:						
	S2000	8,450	FR	242	—	—	Spider
	Mugen S2000	16,250	FR	242	—	—	Spider
	NSX Type R	24,892	MR	273	497	NA 3	Type R
	Spoon S2000	30,000	FR	271	—	—	Spider
Evolution Meeting	*Lancer Evolution VI Rally Car*	75,000	4WD	300	441	Turbo 2	—
Dream Car Championship	One of 4 cars:						
	S2000 LM Race Car	187,500	FR	585	898	Turbo 3	—
	Impreza LM Race Car	187,500	4WD	571	918	Turbo 4	Boxer
	FTO LM Race Car	187,500	4WD	566	919	Turbo 4	—
	RX-7 LM Race Car	187,500	FR	571	931	Turbo 3	—
Professional League							
British GT Car Cup	*Vanquish*	70,000	FR	448	745	NA 3	—
GT World Championship	One of 4 cars:						
	GT40 Race Car	245,000	MR	492	—	—	—
	Calibra Touring Car	375,000	4WD	448	721	NA 3	—
	XJ220 Race Car	375,000	MR	542	—	—	—
	R390 GT-1 Road Car	550,000	MR	351	—	—	—
FF Challenge	*Spoon Civic Type R*	25,000	FF	213	319	NA 2	Type R
FR Challenge	*Nismo GT-R LM Road Car (R33)*	75,000	FR	300	668	Turbo 4	—
MR Challenge	*ZZII*	125,000	4WD	542	910	Turbo 2	—
4WD Challenge	*Lancer Evolution VII Rally Car Prototype*	87,500	4WD	300	455	Turbo 2	—
Spider & Roadster	Cobra	125,000	FR	484	704	NA 2	Spider
8oxer Spirit	RUF RGT	40,000	RR	378	1,047	NA 2, Turbo 4	8oxer
Race of NA Sports	Zonda C125	88,110	MR	543	1,073	NA 3	Italian
Race of Turbo Sports	RUF CTR2	95,500	4WD	513	822	Turbo 3	8oxer
Gran Turismo All Stars	One of 4 cars:						
	Impreza WRX STi	7,995	4WD	310	544	Turbo 3	Boxer
	Viper GTS R Concept	75,000	FR	497	932	NA 3	USA
	R390 GT1 LM Race Car	500,000	MR	640	1,147	Turbo 4	—
	GT-one Race Car (TS020)	500,000	MR	650	1,285	Turbo 4	—
All Japan GT Championship	One of 3 cars:						
	SuperAutoBacs APEX MR-S JGTC	75,000	MR	298	487	Turbo 2	—
	Pennzoil Nismo GT-R JGTC	196,250	FR	497	890	Turbo 4	—
	Castrol Mugen NSX JGTC	312,500	MR	473	982	NA 2, Turbo 4	—
Italian Avant Garde	*Zonda Race Car*	375,000	MR	650	1,137	NA 2	Italian
Race of Red Emblem	*Calsonic Skyline JGTC*	312,500	FR	461	877	Turbo 4	—
Vitz Race	One of 4 cars:						
	Vitz RS 1.5	3,632	FF	108	280	NA 2, Turbo 2	—
	Supra RZ	11,200	FR	325	—	—	—
	Altezza LM Race Car	187,500	FR	596	—	—	—
	Castrol Tom's Supra JGTC	312,500	FR	463	—	—	—
Elise Trophy	Elise 190						
Clio Trophy	*New Beetle Cup Car*	18,750	FF	202	400	NA 3	—
Tuscan Challenge	One of 2 cars:						
	Griffith 500	15,602	FR	340	—	—	—
	Speed 12	200,000	FR	797	1,018	NA 1	—

Event Completed	Present Car	Sell Value (Cr.)	Drivetrain	Initial Power (hp)	Max. Power After All Tuning (hp)	Highest Engine Tune Stage	Special Regulation Satisfied
Dream Car Championship	One of 4 cars:						
	FTO LM Race Car	187,500	4WD	566	919	Turbo 4	—
	F090/S	312,500	MR	690	690	—	—
	Esperante GTR-1	500,000	FR	587	960	NA 2	—
	GT-one Race Car (TS020)	500,000	MR	650	1,285	Turbo 4	—
Polyphony Digital Cup	One of 4 cars:						
	Speed 12	200,000	FR	797	1,018	NA 1	—
	Escudo Pikes Peak Version	250,000	4WD	973	1,790	Turbo 4	—
	GT-one Race Car (TS020)	500,000	MR	650	1,285	Turbo 4	—
	F094/S	875,000	MR	789	789	—	—
Like The Wind	*7878*	500,000	MR	689	936	Turbo 1	—
Formula GT	One of 4 cars:						
	F686/M	287,500	MR	925	925	—	—
	F687/S	287,500	MR	887	887	—	—
	F688/S	300,000	MR	788	788	—	—
	F090/S	312,500	MR	690	690	—	—
Rally Events							
Tahiti Rally Challenge	*Celica Rally Car*	75,000	4WD	298	424	Turbo 2	—
Tahiti Maze	*Escort Rally Car*	87,500	4WD	299	493	Turbo 3	—
Smokey Mountain Rally	Focus Rally Car	87,500	4WD	299	503	Turbo 3	—
Rally of Alps	206 Rally Car	87,500	4WD	300	442	Turbo 2	—
Tahiti Rally Challenge II	Corolla Rally Car	75,000	4WD	299	433	Turbo 2	—
Tahiti Maze II	Impreza Rally Car	75,000	4WD	299	443	Turbo 2	—
Smokey Mountain Rally II	*Lancer Evolution VI Rally Car*	75,000	4WD	300	441	Turbo 2	—
Rally of Alps II	*Lancer Evolution VI Rally Car Prototype*	87,500	4WD	300	455	Turbo 2	—
Special Stage Route 5 Wet	Xsara Rally Car	87,500	FF	294	356	Turbo 2	—
Special Stage Route 5 II Wet	*Impreza Rally Car Prototype*	87,500	4WD	300	522	Turbo 3	Boxer

Event Completed	Length	Present Car	Sell Value (Cr.)	Drivetrain	Initial Power (hp)	Max. Power After All Tuning (hp)	Highest Engine Tune Stage	Special Regulation Satisfied
Endurance Events								
Grand Valley 300km	60 laps	One of 4 cars:						
		Spoon S2000 Race Car	50,000	FR	271	338	NA 1	—
		Impreza LM Race Car	187,500	4WD	571	918	Turbo 4	Boxer
		F090/S	312,500	MR	690	690	—	—
		R390 GT-1 Road Car	550,000	MR	351	—	—	—
Seattle 100 miles	40 laps	One of 4 cars:						
		Nismo GT-R LM Road Car (R33)	75,000	FR	300	668	Turbo 4	—
		ZZII	125,000	4WD	542	910	Turbo 2	—
		F687/S	287,500	MR	887	887	—	—
		Esperante GTR-1	500,000	FR	587	960	NA 2	—
Laguna Seca 200 miles	90 laps	One of 3 cars:						
		Altezza LM Race Car	187,500	FR	596	—	—	—
		F686/M	287,500	MR	925	925	—	—
		Calsonic Skyline JGTC	312,500	FR	461	877	Turbo 4	—
Passage to Colosseo	2 hours	One of 4 cars:						
		Delta HF integrale Rally Car	125,000	4WD	295	—	—	—
		Vertigo Race Car	300,000	FR	418	723	NA 2	—
		F688/S	300,000	MR	788	788	—	—
		Zonda Race Car	375,000	MR	650	1,137	NA 2	Italian
Trial Mountain Endurance	2 hours	One of 4 cars:						
		Mine's Skyline GT-R N1 V spec (R34)	50,000	4WD	591	700	Turbo 1	—
		S2000 LM Race Car	187,500	FR	585	898	Turbo 3	—
		F094/H	250,000	MR	789	789	—	—
		Storm V12 Race Car	299,500	FR	593	—	—	—
Special Stage Route 11	50 laps	One of 4 cars:						
		SuperAutoBacs APEX MR-S JGTC	75,000	MR	298	487	Turbo 2	—
		Camaro Race Car	250,000	FR	592	945	NA 2	USA
		F687/S	287,500	MR	887	887	—	—
		ARTA NSX JGTC	312,500	MR	473	982	NA 2, Turbo 4	—
Roadster Endurance	40 laps	One of 4 cars:						
		Eunos Roadster	4,225	FR	130	353	NA 3, Turbo 2	80's, Spider
		Eunos Roadster	4,250	FR	117	323	NA 3, Turbo 3	80's, Spider
		Roadster 1.8 R5	5,737	FR	145	—	—	—
		F688/S	300,000	MR	788	788	—	—
Tokyo Route 246	100 laps	One of 4 cars:						
		C-West Rāzo Silvia JGTC	50,000	FR	295	488	Turbo 2	—
		RX-7 LM Race Car	187,500	FR	571	931	Turbo 3	—
		F094/H	250,000	MR	789	789	—	—
		GT-one Road Car (TS020)	550,000	MR	599	1,067	Turbo 4	—
Mistral 78 Laps	78 laps	One of 3 cars:						
		XJ220 Road Car	195,000	MR	515	863	Turbo 4	—
		FTO LM Race Car	187,500	4WD	566	919	Turbo 4	—
		F686/M	287,500	MR	925	925	—	—
Super Speedway 150 miles	100 laps	One of 4 cars:						
		Clio Sport Race Car	75,000	MR	293	—	—	—
		Corvette C5R	250,000	FR	609	982	NA 2	USA
		F090/S	312,500	MR	690	690	—	—
		Falcon XR8 Race Car	375,000	FR	599	—	NA 3	—

FORMULA CARS

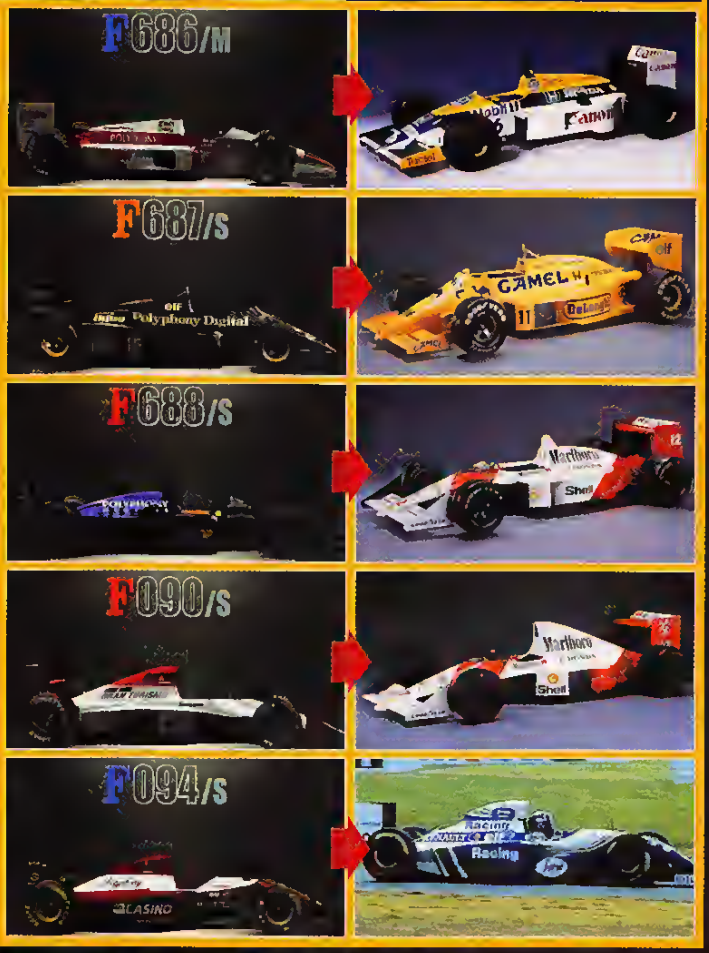
In each Endurance event and in some of the Professional League events, you'll have an opportunity to win a formula race car! These are not sold at any car dealer, but they are by a wide margin faster and more maneuverable than any other car in the game! Each one weighs a paltry 1,190 lbs. and they're all MR. Even though these cars have generic markings in *Gran Turismo 3*, each one is actually based on a real Formula 1 car:

Car Name	Real car it's based on...	Driver	Sell Price (Cr.)	Max. Power	Engine Type	Displacement
F686/M	1986 Williams Honda FW11	Nigel Mansell	287,500	925 hp @ 12,000 rpm	Turbo V6 DOHC	1,494 cc
F687/S	1987 Lotus Honda 99T	Ayrton Senna	287,500	887 hp @ 11,500 rpm	Turbo V6 DOHC	1,494 cc
F688/S	1988 McLaren Honda MP4/4	Ayrton Senna	300,000	788 hp @ 12,000 rpm	Turbo V6 DOHC	1,494 cc
F090/S	1990 McLaren Honda MP4/5B	Ayrton Senna	312,500	690 hp @ 13,000 rpm	NA V10 DOHC	3,493 cc
F094/S	1994 Williams Renault FW16	Ayrton Senna	875,000	789 hp @ 14,000 rpm	NA V10	3,493 cc
F094/H	1994 Williams Renault FW16	Damon Hill	250,000	789 hp @ 14,000 rpm	NA V10	3,493 cc

HOW TO GET THE PRESENT CAR YOU WANT!

In most series championships, you may obtain only one of up to four different present cars if you're leading in points by the end of the last race. The way the game selects which car you'll get is supposedly random, so you'll just have to get lucky if you want only one specific car of the four. However, all hope is not lost! If you can place 1st in the majority of races within a series, just follow this procedure and you'll be able to effectively choose which car of the four you want:

1. Start any series championship.
2. Play each race any way you want. However, by the end of the second-to-last race you must lead 2nd place by at least 11 points.
3. As soon as the second-to-last race is over, save your game. Don't exit the series championship, though!
4. When the last race in the series begins, press START to pause the game, then select "Exit" and then "OK." The race will finish and you won't receive any points, but you'll still be in 1st place overall. The championship will be over and the present car screen will appear.
5. If the present car you want doesn't reveal itself, simply go back to the main menu and select "Load Game." Do not reset your PlayStation 2. Load your game, then repeat step 4. You can continue this process indefinitely until you get the car you want!





CHANGING YOUR OIL

A new feature (or burden) introduced in *GT3* is the oil change. Unlike the car wash and the wheel shop, changing oil is crucial for the maintenance of your cars. First and most importantly, whenever you're about to race a new car for the first time, change the oil. Your car's power will increase anywhere from 3 to about 40 hp depending on its original horsepower. Second, after any series of races and certainly after a few single race events, you should change the oil again. In any event, after driving for about 187 miles without an oil change, the oil lamp below the tachometer will turn on. If this happens, you should change the oil as soon as possible. If you neglect to change your car's oil, you'll notice the horsepower decrease after a while. If you continually drive without changing the oil, your may permanently lose some horsepower. In championship series events, you won't be able to change your oil at all for the entire duration of the event. Because of this, your hp may drop at some point in the middle of the series. In these situations, if you change your oil afterward you'll still regain lost hp, but only up to the stock level of the car.



Interview with Taku Imasaki, U.S. Producer of *Gran Turismo 3*

Tips & Tricks: *First, please describe your current role and duties at Sony Computer Entertainment America.*



Taku Imasaki: As U.S. producer of the series, I am the eyes and ears of Kazunori Yamauchi (the producer of *GT3* in Japan) here in the U.S. during the early stages of development, learning the latest trends of the U.S. auto industry and consumer tastes. During production, I am in close touch with the auto manufacturers to learn of new models on the horizon and discuss with Yamauchi whether they'll fit the game. I also make sure I update the manufacturers with the latest progress of the game and maintain good relationships. Once we decide to include new cars, I go out and initiate the deals. One of the most essential processes during development is when we tweak the game engine. Yamauchi is extra careful in this process, considering the wide audience he has with this game. We hold many internal and external focus groups, we gather feedback using demos at numerous auto shows and race events. (The original *GT* had different physics between the Japanese and U.S versions. As the franchise has become more popular and recognized, we now have one common physics model that works worldwide.) In the later stages of development, I (with my assistant producer, Kenneth Chan) become an extension of Yamauchi and his team, going out and gathering necessary data to model cars (specs, photos, logos, engine sound), handling approvals of game content, in addition to translating game content.

T&T: *During a press conference at last year's Electronic Entertainment Expo, Mr. Yamauchi spoke briefly about adding "emotions" to the CPU cars in a way that would more substantially affect their driving style in response to your actions. To what extent has this been implemented in GT3? In what strategic ways specifically will the player now need to drive in order to compensate for this?*

Imasaki: AI (artificial intelligence) is substantially improved from previous installments, with each car taking different drive lines, striking back when you make nasty hits, the ability to make them spin-out, etc. We'd like to further enhance that by adding the "attachment" aspect, so that opponents will actually remember throughout multiple races/events.

T&T: *Besides licensing, scheduling, and other logistical issues, how do you and your team decide which cars to include in each GT game?*

Imasaki: Producers in all territories (including myself) watch, talk, and listen about the auto industry in their respective markets. We all get together several times during the course of development to discuss the overall car list.

T&T: *What are some cars that you personally wanted to add in the game but weren't able to for some reason?*

Imasaki: Aside from the exotic cars we've always wanted to have (Ferraris, Porsches, Lamborghinis), I'm personally a big fan of the BMW M-series. I also want to bring back all the muscle cars we had in *GT2*, with many more additions (Pontiac GTO and Firebird, Oldsmobile 4-4-2, Ford Mach 1, Boss 302).

T&T: *I noticed that one section of Special Stage Route 11 was modified from its last appearance in GT2. Can you please explain why it was changed in that manner?*

Imasaki: Once the team found out they can draw much more background and add effects to tracks, they went wild in adding stuff to sections on the courses that felt "less interesting," or rather repetitive. This section of SS Route 11 is only one of the examples.

T&T: *Now that the physics, graphics and sound of GT3 have become so beautiful and realistic, it seems to really emphasize the shortcomings of the standard controller or even the GT Force steering wheel as a driving interface. Do you have any plans or aspirations to create a more robust interface for Gran Turismo, perhaps by way of an arcade cabinet, so that fans may enjoy an experience that's closer to what it feels to drive a real car?*



Imasaki: We absolutely agree, although with the GT Force wheel, we believe we made a big step forward. Other attempts the team made to improve the interface are the addition of widescreen ratio selection and the hidden feature where you can hook up six TVs [three for each player] to get a dynamic view and great sense of speed. More are in the works now, which we'll be able to share with you later.

T&T: *Finally, could you please tell us what you hope to accomplish with the Gran Turismo series in the coming years?*

Imasaki: Making the *GT* series a new media form (in addition to magazines, TV programs) for cars. Giving the game the function of a very generous dealer that allows you to take anything for a wild test drive. Race against friends who you can't see sitting next to you (and still experience the same excitement you get with the current iLINK battle).

PIT STRATEGY AND TIRE WEAR



In races where tire wear is possible (Professional League and Endurance events) you will have to carefully decide when to pit in. Often, the difference between coming in first or second can depend on when and how many times you pit in. Unfortunately, CPU opponents can pit in at unpredictable times. While you're racing, the color of your tires on the tire wear diagram in the lower left corner of the screen goes from blue (cold) to green (maximum grip) to yellow (reduced grip) to red (really reduced grip). Your car will slowly lose grip as you drive around the course; the effect is quite gradual, so it's easy to forget about. When your tires begin to turn orange-yellow, be a little more gentle with your steering and accelerating. You'll also find that you will have to brake earlier than before. At the point where the tires become fully red, you'll experience a very sudden drop in grip. You might find yourself spinning out unexpectedly even at the easiest corners. Basically, if you're in the red, you must abandon whatever pitting strategy you're trying to use and pit in as soon as possible. Otherwise, you'll quickly see your lap times increasing by 10 to 20 seconds or even more.

A useful tactic is to watch the car behind you and notice when its driver decides to pit in. Just keep making laps until you see the car behind you pit in, then do so yourself at the very next opportunity. However, if the tire type you're using is very different from that of your opponent, such a strategy might not be as useful. The optimal tire for you depends largely on the car you're using, the course and the length of the race. In any case, you should always be using some kind of Racing tire if you can afford it. Essentially, for long races (15 laps or more), you will want to use a hard tire, as long as you can still comfortably corner. Some cars have terrible handling, so you may have to compensate for that by using a softer tire. Others handle really well, so you may be able to equip a harder tire on those. For some 10-lap races, you may be able to get away with not pitting in at all if you use Super Hard tires. For 15-lap races, you should be able to pit in only once. For those really long events that are over 20 laps, it gets a little more uncertain. In such cases, the most important thing is to avoid pitting in when there are less than four or five laps remaining. Ideally, you should make your the last pit-in of the race in such a way that your tires are nearly fully worn by the time you cross the finish line.

Finally, keep in mind that for the Test Course, you'll never really need to pit in, no matter how long the race is. The same goes for the Super Speedway, so long as you don't mind smashing into the wall twice per lap. In fact, on that course you can actually pull faster laps by staying on the gas and running into the wall instead of braking!



SETTING SCHOOL

Here I'll show you how to adjust your car settings in order to get the performance you want out of it. Manipulating settings seems obtuse and esoteric, since the game gives you only minimal feedback in this department. Unfortunately, the only way to see if a change in the settings gives you a desirable effect is to take the car out for a few laps and see how it feels. Inexorably, experimenting with settings will require time and patience. To minimize this, I've devised a set of common handling problems and easy solutions. Be warned, though, as changing one setting to produce a desired effect almost always produces an undesirable side effect at the same time. There are no free lunches here. Try each solution below one at a time until the handling becomes sufficiently comfortable.

Problem: My car's traction and stability is too low.
Solution: To increase traction and stability, you have a number of options:

- Set the Downforce to a higher value. Keep the difference between the front and rear setting the same. This adjustment will reduce your speed on straights.
- Set the Camber to a higher value uniformly for both the front and rear setting. This adjustment will also reduce your speed on straights.
- Set the Stabilizer to a higher value uniformly for both the front and rear setting. This adjustment will make your car more difficult to drive over rough surfaces.
- Set the Ride Height to a lower value uniformly for both the front and rear setting. This adjustment will also make your car more difficult to drive over rough surfaces.

Problem: My car isn't turning as sharply as I want it to.
Solution: It sounds like your car has too much understeer. There are plenty of things you can do about it:

- Turn off ASM by setting it to Level 0. ASM makes it very difficult to spin out of control, but it operates by introducing lots of understeer. This adjustment may make it easier to spin out with your car.
- Set the front Downforce high and set the rear low. If the difference between these settings is too great, your car will spin out more easily.
- Set the front Brake Balance low and set the rear high. This only affects steering during braking, though...and yes, it will make your car more susceptible to spinning out of control while braking.
- In rare situations, if your car is extremely fast like the Suzuki Escudo tuned to 1,790 hp, the understeer may be primarily due to the fact that there's too much power pushing it forward for the tires to be able to steer it in any direction at all! In this case, try to reduce the hp by equipping a lower stage Turbine Kit or NA Tune.

Problem: My car spins out too easily.
Solution: Your car probably has too much oversteer. Try one of these adjustments:

- Turn on ASM if it's off, otherwise, try increasing its level.
- Set the front Downforce low and set the rear high. Be careful not to set it very high or you might introduce too much understeer.
- Set the front Camber low and the rear high. This adjustment may also introduce too much understeer if you set it very high.
- Set the front Brake Balance high and set the rear low. This will cause some understeer, but only while you're braking.

Problem: My car's overall speed is too slow.
Solution: You can increase overall speed by any of the adjustments below:

- Set the Ride Height to a lower value uniformly for both the front and rear setting. This will result in a comparatively small overall increase of speed at the expense of stability over rough surfaces.
- Set the Downforce to a lower value, keeping the difference between the front and rear setting the same. This will also decrease traction and stability.

Problem: My car's top speed or acceleratinn is too slow.
Solution: Top speed and acceleration are tied to each other. You can only significantly increase one at the expense of the other:

- If TCS is set high already, try reducing its level. This will only increase your acceleration if it was previously set way too high.
- To increase top speed at the expense of acceleration, change the Gear Ratio "Auto Setting" to a higher level.
- To increase acceleration at the expense of top speed, change the Gear Ratio "Auto Setting" to a lower level.

Problem: My brakes seem too weak.
Solution: Uniformly set both the front and rear Brake Balance settings to a higher level. If they are set too high, your car will behave unpredictably under braking.





FLYING CARS

If you've got a race car with over 1,000 hp (like the Escudo, GT-one Race Car or R390 GT1 Race Car), you can almost make it fly! First, set up your car in the following way:

- Equip the highest stage Turbine Kit or NA Tune possible.
- Decrease Spring Rate to the smallest possible value for both front and rear.
- Decrease Ride Height to the smallest possible value for both front and rear.
- Set the Gear Ratio's Auto Setting to the highest level possible.
- Set the Gear Ratio's final gear to about 3.000.
- Decrease the front Downforce to the smallest possible value.
- Increase the rear Downforce to the largest possible value.
- Set ASM to Level 0.
- Set TCS to Level 0.

Now take your car out on the Test Course and watch it fly! At about 230 mph, the front of your car should begin to lift off the ground. You can reach speeds in excess of 860 mph in this way!

by Geoff Arnold

Sports Jam

With the amount of detail and realism in today's sports video games, sitting down in front of your Dreamcast or PS2 and throwing in your favorite sports games can be more exciting than watching the real thing on TV. After all, who wants to watch professional golf on TV when you can BE a professional golfer without ever leaving the comforts of your own home? Why endure the agony of watching your home team get beat by a last-second field goal or three-point shot at the buzzer when you can actually be in control of your team's destiny—and still be able to pause for a snack? Here's a new Dreamcast game that makes it all possible. Based on the popular Sega arcade game of the same title, *Sports Jam* challenges players to earn the title of "King of Sports" by competing against each other or the CPU in a dozen different sports mini-games. Do you have the skill to make it into the Hall of Fame? Grab a couple of friends, load up on sports drinks and stretch out your hands and fingers, because the most exciting sports tournament is about to begin on your Dreamcast this summer!

Mini-Games

The aim of *Sports Jam* is not to encompass every facet of all the featured sports, but rather for the player to participate in small mini-games that focus on the most exciting aspect of each sport. For example, in football, the goal of the mini-game may be to outrun your opponent to the end zone and catch a touchdown pass, or to score higher than your opponent by kicking a near-perfect field goal. Therefore, it's not really necessary for the player to understand how all of the sports are really played, as hand-eye coordination and technique are more important in most cases. Practice and repetition of certain games are also a necessity, as it may take some players several tries to develop a good technique to approaching each game.

The Sports

There are twelve mini-games in all, with all games being divided between a variety of sports including basketball, baseball, football, soccer, tennis, golf, hockey and cycling. There are two mini-games for each sport except basketball and cycling, which have one mini-game apiece. The mini-game goals directly correlate to the current difficulty that the game is set to. For example, if you only need 1,000 points to clear the Home Run Derby on the "very easy" difficulty, the requirement will be higher if you play the "easy" difficulty, thus requiring more skill to play.

NOTE: When playing in Arcade mode, all games except for Hardest Save, Direct Ace and Putting Match will be open until after you pass the first stage.

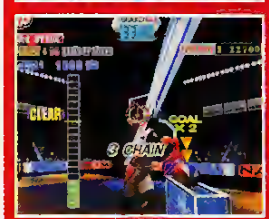
Play to Win

Each sport has its own different objective and set of rules that you must abide by in order to pass the game. The objective is pretty simple: score as many points as you can in the time allotted to clear the game. Scoring points by just following instructions and simply passing the game can be rather simple, but as the game progresses and the difficulty is increased (either manually or automatically in Arcade mode) you will need more and more points in order to keep continuing. This is where the bonus points come into play. There are two types of bonus points: icon bonus points (whether in the form of a small icon or part of the games' background) and technique bonus points.

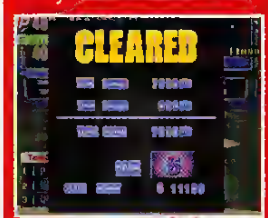




- **Icon Bonus Points:** These are awarded when the player uses a ball or other object to hit and collect the bonus point icon. Easier to collect than the technique bonus points, these will be your main source of extra points throughout the game. Try to pick them up whenever you can.



- **Technique Bonus Points:** These are awarded when the player uses a certain technique above and beyond what is required to pass the mini-game. For example, hitting a home run outside of the park will award you 1,000 more points than hitting a home run inside the park during the Home Run Derby.



- Use both the icon and technique bonus points to earn higher grades at the end of each mini-game and collect more cash on your way to becoming the King of Sports!



Shoot Out (Basketball)

Objective: Make as many three-point shots as possible before time runs out.

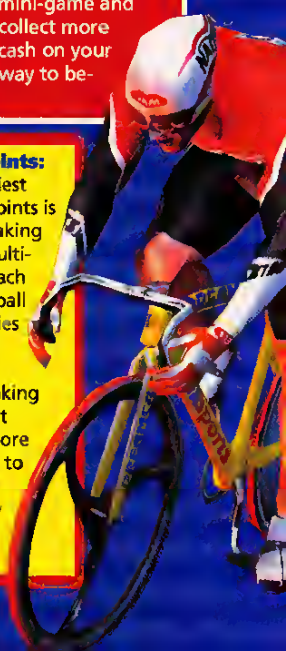
For those familiar with basketball, this is basically an "Around the World" game with three-point shots. You get three shots from each of the five directions around the key; try to make as many shots as you can before the time expires. The keys to this game are patience and control. You must carefully line up your cursor with the basket cursor in order to make each shot. When the cursor starts to flash and "Shoot" appears on the screen, let 'er rip!





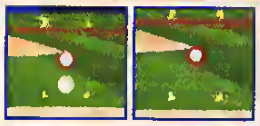


Earning Bonus Points: The quickest and easiest way to earn bonus points is to concentrate on making the shots with the multi-colored basketball. Each multi-colored basketball that you sink multiplies your score by two. Another way to earn bonus points is by sinking multiple balls without missing any shots. More points will be added to your score for each time you successfully make three shots in a row.





Home Run Derby (Baseball)







Objective: Smack as many home runs as possible before time runs out.

Hitting consistent home runs is no easy task (unless your name is Mark McGwire) but can be accomplished easily in *Sports Jam*. There are two keys to this game: timing and rapid button pressing. A controller with auto-fire buttons works great here! Just before the pitcher tosses the ball, you will have a selection of a few areas where you think the ball will be pitched to. As the pitch gets closer, these areas converge into one, which is the correct area. Press the pad in the direction of the correct area and hit the A button to swing your bat. As soon as you swing, keep tapping the A button to make your swing more powerful and send the ball into the bleachers.

Earning Bonus Points: If you max out your power, you should be able to knock a ball out of the park with ease. Concentrate on bringing your power up to the "Max" level before each swing and earn 1,000 bonus points for taking the ball out of the park.



Touchdown (Football)







Objective: Be the first to score a touchdown.

One of the more simple games in *Sports Jam*, Touchdown requires little skill, only dexterity. There are two main parts to this mini-game: dashing and breaking through "tackles," which are really tackling dummies set up to block you from reaching the end zone. If you have fast fingers, you won't have any problem completing this game with time to spare. Both dashing and building up your strength to crash through the tackling dummies require you to tap the A button as fast as you can. If you have an auto-fire controller, just set that bad boy on "ultra-fast" and beat your opponent to the end zone with ease.

Earning Bonus Points: To earn bonus points in this mini-game, you must have fast fingers. You get a certain amount of bonus points according to the height of your "Dash" meter when you hit the tackling dummies. Continuously tap the A button and hit the dummies as hard as you can to earn bonus points.



Puck Rally (Hockey)







Objective: Be the first to score a goal with the puck.

This game takes me back to the old days of *Breakout*. Basically, you and your opponent shoot a hockey puck back and forth, trying to bust holes in each other's defensive walls. Once a section of the defensive wall has been broken down, you must try to shoot the puck into the open hole for a goal. The computer can be downright cheap and frustrating at times, so it's best to learn how to use the power shot early on. In order to perform a power shot, hold down the X or A button until your power meter reads "Max." When the puck comes near, release the appropriate button and smack the puck across the ice with unprecedented speed and power.

Earning Bonus Points: The only way to really earn bonus points is by breaking down your opponent's defensive walls. Each time your shot hits a section of the wall, you gain 300 bonus points so try to break out as many sections of the wall as you can. Also, if you manage to score a goal, you get an additional 3,000 bonus points.



Computer Receive (Tennis)





Objective: Hit as many moveable targets as you can with a tennis ball in the allotted time.

This tennis mini-game is relatively simple and shouldn't give you too many problems. The computer will serve you, and it's basically up to you to keep up a volley between your racket and the multiple targets that move around the tennis court. When the ball comes your way, just aim in the position of the target that you want to hit (there are six in all) and press the A button to return the serve. Continue to do this until the target breaks or you miss the return, at which time you will be served again. You must hit each target several times before it breaks and disappears.

Earning Bonus Points: When all the targets have been cleared, you will be given the chance to earn bonus points by smashing an incoming serve. Simply position yourself under the incoming ball and smash the serve with the A button when it gets close to earn bonus points.

Long Shoot (Soccer)



Objective: Score as many goals as possible before time expires.

One of the more technical games in *Sports Jam*. You have one shot at a goal, and there are several opponents plus the goalie that stand in your way. When you press the A button to stop the arrow, be sure to position it at an angle that allows you to kick around the defenders. Once you have the angle down, put some "English" on the ball by kicking either side of it. Remember that if you kick the ball on the right side, the spin will cause it to curve left and vice versa. Use a combination of the angle of kick and the spin of the ball to put the ball into the net and score.









Earning Bonus Points: The only way to earn bonus points is by hitting the bonus point icons on the field between yourself and the net. Try to align the ball so that when you kick it, it follows the general path of the bonus point icons and into the goal—you will score maximum points this way.

Hole in One (Golf)



Objective: Hit the golf ball as close to the hole as possible.







As with Long Shoot, this mini-game is a bit more on the technical side. Putting the ball near the hole is no easy task; precise timing is required to even come close. Watch the wind first, as this will give you a general idea of how much you need to compensate when you hit the ball in order for it to travel straight. If the wind is blowing slightly left, aim the ball just a bit right before you shoot (and vice versa). When activating the power gauge, try to get it near the "Best Power" marker, as this will keep you from under-hitting or over-hitting the ball and missing the green. When you have your power in the area you want it, decide where to hit the ball. Depending on which part of the ball you hit, the ball will behave differently — i.e. it will curve right if you hit it on the left edge, or go further when it hits the green if you put some topspin on it. Practice a few times to get the feel of the mini-game, then go to it in Arcade mode.

Earning Bonus Points: There are two ways to earn bonus points in this game. You are awarded more points if you manage to land the ball closer to the hole, or if your ball hits any of the bonus point coin icons on the green. Try to keep the ball within the colored circles or even sink the ball in the hole to score massive bonus points.

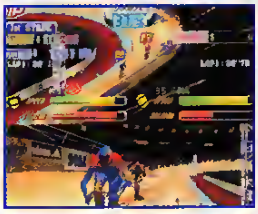
Fastest Sprinter (Cycling)



Objective: Be the first to cross the goal line by racing around the track as fast as possible.

Fastest Sprinter is a bit different from the other mini-games. It requires a combination of rapid button pressing and timing of button presses to do well. There are two gauges that you need to watch very carefully: the "Speed" gauge and the "Stamina" gauge. For the first lap, keep tapping the A or X buttons and maintain your speed in the small window in the "Speed" gauge; this will keep you from losing stamina. Once you get the OK and pass the first lap, continuously tap the A and/or X buttons to get your speed up, take the lead and cross the finish line first.







Earning Bonus Points: The only way to earn bonus points in this mini-game is to cross the finish line first.

The Kicker (Football)



Objective: Kick as many field goals as possible before the timer runs out.

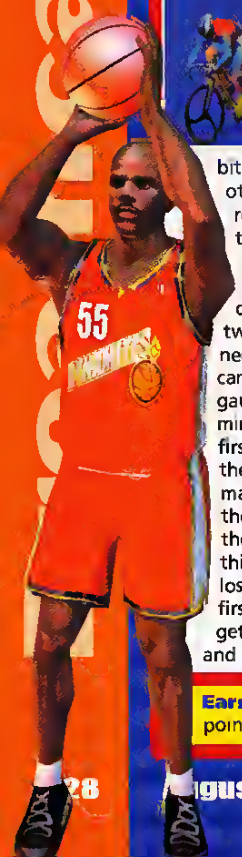
Not as difficult as the last two mini-games, The Kicker is all about timing your button presses. In order for you to kick the ball through the goal posts, you must have the correct speed first. The speed that you need to attain is measured in a small "window" that takes the place of a path of red grass on the field. Once your kicker is inside the patch, pressing the A button will set him up to kick the ball. You'll want to kick the ball in a specific spot, as this will let you aim where it goes in between the goal posts. Just remember that every position on the ball that you kick makes it travel in the opposite direction. For example, kicking the ball on its right side will make it travel left, and kicking it on the lower half will make it go higher. Try to aim the moving crosshair as close to the center as you can; this will ensure that you will make a field goal every time.







Earning Bonus Points: Earning bonus points can be a chore if you don't know how to aim the ball correctly. In order to collect bonus points in this game, you must kick the ball into one (or more) of the bonus point icons that sit between the goal posts. Learn where to kick the ball so that you can control the direction it travels first, then point the ball toward any bonus point icons you may want to pick up.



Hardest Save (Hockey)



Objective: Keep the opposition from scoring goals by stopping incoming pucks.







This mini-game comes down to good old hand/eye coordination. Here are the specifics: You are a goalie, and you have a whole slew of opposing team members taking shots at your goal. They can only shoot the puck from three different directions (left, right or center) but can also aim either high or low toward the goal. Watch the flashing puck icon in front of you, check which direction the shot is coming from and press the D-pad in the appropriate direction of the incoming puck, then hit the **A** button to block the shot. If you see an orange arrow pointing up, it signifies that there is an incoming puck that needs to be blocked high, so just aim for the puck and use the **B** button instead of the **A** button to block the high shot. Block as many shots as you can before the timer runs out.

Earning Bonus Points: Bonus points can be earned by performing consecutive saves—meaning that the more goals you stop in a row, the more points you are awarded when you stop the incoming pucks.

Putting Match (Golf)



Objective: Sink as many golf balls as possible before time expires.







Also one of the more technical games in *Sports Jam*, you may have to practice Putting Match several times over before you get a good feel for the game. You are set up on the green near the hole and your only goal is to put the ball(s) into the hole in the allotted time. Learning to read the contour of the green will help you greatly here, as the slopes and hills of the green will greatly affect how the ball behaves after you hit it. If the green is downhill and slanting left, hit the ball with less force and slightly to the right to compensate for the geography of the green. To determine the strength of your swing, look for the distance meter near the bottom right side of the screen and use the corresponding power level that is appropriate for the distance to the hole.

Earning Bonus Points: As with the Hole in One game, there are bonus point coin icons sitting near the hole. Try to pick a few of them up...and you should also pay attention to the shape that they are arranged in, since they give you a general idea of where to hit the ball so that it heads for the hole. Don't forget that you also earn 1,000 points for sinking a ball!

Direct Ace (Soccer)



Objective: Score as many goals as possible before time expires.





By far the most difficult game in *Sports Jam*; you must have good timing and patience to excel here. This mini-game sets you up just outside of the goal as an incoming soccer ball is tossed your way. You must then kick the ball into one of nine different sections of the goal and try to keep the goalie from blocking your shot. The easiest way to score points is to simply stop the ball when it gets close, aim for one of the sections of the net and press the **A** button to kick the ball. The key here is trying to kick the ball to an area that the goalie cannot reach. For example, if the goalie is near the left section, kick the ball into the center or right section, if the goalie is in the center section, kick the ball either to the left or right sections, and so forth. If you have control of the ball, aim and kick quickly—every second that ticks by will lower each of the bonus point icons until they reach zero. Score as many points as you can within the allotted amount of attempts.

Earning Bonus Points: There are two ways to earn bonus points here. You can get bonus points by using the direct shot method to score, or by simply kicking the ball into one of the colored bonus point icons located in random sections inside the goal. The direct shot method is rather difficult but is the most rewarding, as it adds 500 points to your score. To perform a direct shot, you must run forward and meet the ball in the air. Just before the ball gets to you, aim for one of the bonus point icons and hit the **A** button to make your player perform a leaping kick.

The King of Sports

There can be only one King of Sports, and the road to the hall of fame is difficult and trying. You may want to practice each game several times over before attempting to go head-to-head against the CPU in Arcade mode or Dreamcast Original mode; at the harder difficulty settings, the CPU knows what it's doing and will really play competitively. The easiest way to win the title is to simply pick two or three sports that you play very well and concentrate on getting better at these few sports or on picking up bonus points throughout the games. With a little practice and technique, each game will come easily to you and eventually you will learn them all inside and out—you'll also learn all of the ways to pick up bonus points. Take on the CPU in Arcade or Dreamcast Original mode and earn the coveted title of King of Sports!









GAME BOY ADVANCE

Codes and Cheats!



As promised, here's the first batch of Game Boy Advance cheats and secrets that we've been able to test and document using a final production copy of each game. There are lots of goodies here, so dig in!

Tony Hawk's Pro Skater 2





Main Menu Cheat

The following code can be entered at the main menu screen. Each time you enter a code correctly at this screen, the menu wheel will spin and you'll hear a signal to confirm:

★ Hold **R**, press **START, A, Down, B, A, Left, Left, A, Down**—Changes all of the blood and grinding "spark" effects to smiley faces (enter the code again to disable it)

"Paused" Menu Cheats





Press **START** during a game and you can enter any of the following codes at the "Paused" menu. Each time you enter a code correctly, the screen will shake and you'll hear a signal to confirm:

★ Hold **R**, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, START**—Unlock Spider-Man as a playable character

★ Hold **R**, press **A, Left, Left, Up, Right, B, A, START**—Unlock Mindy as a playable character

★ Hold **R**, press **A, START, A, Right, Up, Up, Down, Down, Up, Up, Down**—Gives you enough money to unlock all of the game's levels

★ Hold **R**, press **B, A, Left, Down, B, Left, Up, B, Up, Left, Left**—All levels 100% complete (this code also unlocks the two secret characters and gives you all the money in the game)

★ Hold **R**, press **Left, A, START, A, Right, START, Right, Up, START**—Zoom in and out repeatedly (enter the code again to disable its effects)

★ Hold **R**, press **Left, Up, START, Up, Right**—Sets the stage timer to 0:00, ending your run immediately (this code doesn't have any effect in Free Skate mode)

Additional Cheats

Each of the following codes can be entered either at the main menu or the "Paused" menu:

★ Hold **R**, press **B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left**—Unlocks all of the cheats at the Options menu

★ Hold **R**, press **B, Left, Up, Down, Left, START, START**—Disable blood effects (enter the code again to turn the blood effects back on)

★ Hold **R**, press **Right, A, Down, B, A, START, Down, A, Right, Down**—This code will not work unless you have already unlocked Spider-Man as a playable character. With the code in place, if you play as Spider-Man and do a wall ride, you will continue to move up the wall until you hit the ceiling or the edge of the screen.

★ Hold **R**, press **B, A, Left, Down, B, Left, Up, B, Up, Left, Left**—All levels 100% complete (this code also unlocks all of the cheats at the Options menu, the two secret characters and gives you all the money in the game). Note: If you enter this code at the main menu and not the "Paused" screen, you must immediately choose the "Continue Career" option from the Career Mode menu or the code's effects will not appear.

Earthworm Jim









Stage Select

At any time during the game, press **START** to pause, then enter any of the following codes while the screen is dark - to go directly to another stage:

★ **Right, R, B, A, L, L, A, R**—Skip to the next stage in order

★ **SELECT, R, B, Down, L, B**—Warp to "What the Heck?"

★ **Up, L, Down, A, R, A**—Warp to "Down the Tubes"

★ **R, Up, SELECT, L, R, Left**—Warp to "Snot a Problem"

★ **R, L, A, B, B, A, L, R**—Warp to "Level S"

★ **Right, Left, R, L, A, R**—Warp to "For Pete's Sake"

★ **L, A, Up, R, A, R, A, SELECT**—Warp to "Buttville"



Army Men Advance

Passwords

Q G Q N R T P C—All Levels Unlocked (Sarge)

N Q R D G T P B—All Levels Unlocked (Vikki)







Pitfall: The Mayan Adventure

Unlimited Continues



When you lose your last life and the "Continue" screen appears, highlight the "Continue" option and press **B** repeatedly. Instead of being reduced by just one, you'll see your remaining continues change to "0," then "9"—but you have to be quick enough to do it before Harry Jr. runs off the screen. Now the number of continues will remain at nine each time you run out of lives.

Stage Select



At the title screen, wait until the boomerang appears, then press **L, SELECT, A, SELECT, R, A, L, SELECT**; you'll see the name of the first stage ("Forest 1") appear in the center of the screen. Now hold **SELECT** and use the **L** and **R** buttons to choose a starting stage; when you start the game, you'll go directly to the stage you chose. Note: With this code in place, if you press **SELECT** while the game is paused, you'll be sent back to the title screen.

Level Warp



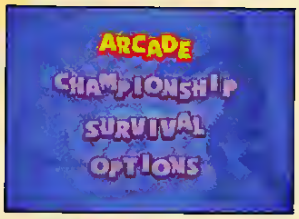
With the stage-select code in place as described above, start a game, then hold the **SELECT** button and you can use the D-pad to move Harry Jr. to any part of the current stage.

Infinite Weapons



With the stage-select code in place, you can also refill your weapon supplies at any time during the game if you hold the **SELECT** button and press **B**; you'll see the item counters jump to 99.







Ready 2 Rumble Boxing: Round 2

Secret Characters

Enter the following codes at the main menu to unlock the three hidden characters. You'll hear a cheer to confirm each code:

★ **Michael Jackson**—Highlight the word "Arcade," then press **Left, Left, Right, Right, Left, Right**, then **L + R** simultaneously

★ **Shaquille O'Neal**—Highlight the word "Survival," then press **Left, Left, Left, Left, Right, Right, Left, Left, Right**, then **L + R** simultaneously

★ **Rumbleman**—Highlight the word "Championship," then press **Left, Left, Right, Left, Right, Right, Left, Right, Left**, then **L + R** simultaneously



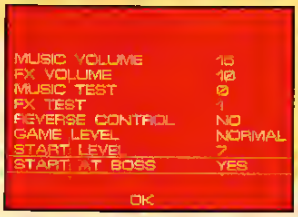
Iridion 3D

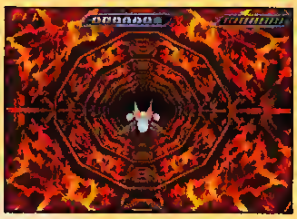
Stage Select

Enter the Password entry screen and enter the code *S3L3CT0N* (be sure to include the * symbols). When you return to the title screen, choose the Password









option again and enter the code *SH0WT1ME*. Now you'll find two new items at the Options menu: "Start Level" allows you to start at any stage and "Start at Boss" lets you skip directly to the boss of the stage you chose.

Picture Gallery



Enter the password *G4LL3RY* (be sure to include the * symbols). This allows you to view a "slide show" of *Iridion 3D* artwork.

BY JASON WILSON

BLOODY ROAR 3



Activision really pulled a licensing coup by capturing the rights to Hudson's beautifully-made *Bloody Roar 3*. With improved animation and smoother textures when compared to the Japanese PlayStation 2 version, *Bloody Roar 3* is the most impressive fighting game to date for a console still in its infancy stages. If you are a fan of games like *Fighting Vipers* and *Tekken*, you will not be disappointed!

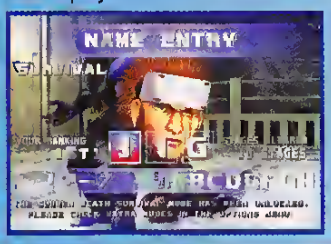
SECRETS

✠ To unlock the opening and ending movie sequences for each character, simply finish Arcade mode with each character to unlock that character's specific movie in the Options Menu (you'll find it under "Pictures").

✠ To unlock Sumo Wrestling Mode, use the same character at least 20 times in Arcade mode, then rank anywhere in the top 10 in Survival mode.

✠ To unlock Hyper Beast Mode, use the same character at least 10 times in Arcade mode, then rank anywhere in the top 10 in Arcade mode.

✠ To unlock the secret character Kohryu, select any character for play in Arcade mode and reach Stage 4 without continuing. Kohryu will appear in Stage 4. Once you finish him off, you can find him at the character-select screen by moving the cursor to the left of Xion (or the right of Shen Long).



Tips on Defeating Kohryu: Allow Kohryu to hit you with his mid-level attacks, then trade hits with him with your Guard Break attacks. If Kohryu disappears, stay in a standing guard position, then press ↓ + ✕ to counter him.

✠ To unlock the secret character Uranus, finish Arcade mode with any character without continuing. You will access a special stage where you will have one chance to defeat Uranus. If you prevail, you can find Uranus at the character-select screen by moving the cursor to the left of Yugo (or to the right of Shina)

Tips on Defeating Uranus: Try to use a character like Gado who has a dashing Guard Break move in his or her arsenal. You will need to do the same move over and over again, never giving Uranus a moment to recover. She will bludgeon you up close, so attack from a distance, then run away if she recovers in time. No character in the game will match up with her up close.

✠ To unlock Sudden Death Survival Mode, finish the Survival mode with the number one ranking.

✠ To unlock High Speed Battle Mode, use the same character at least 100 times in Arcade mode, then rank with that same character in Survival mode.

✠ To unlock Low Speed Battle Mode, use every character at least once in Arcade, then rank with any character in Arcade mode.

CHARACTER RANKING CHART

As with our previous *Bloody Roar* strategy guides (in the February 1998 and July 1999 issues), we entered the Watch Mode in *Bloody Roar 3* and recorded the results when each character fought ten matches versus every opponent possible. This chart gives you an idea of which characters are more powerful and which ones may be vulnerable. It also gives you an edge over your buddies; they'll wonder why you keep using Uranus and Kohryu!

LOSSES \ WINS	KOHRYU	YUGO	XION	ALICE	BAKURYU	BUSUZIMA	GADO	JENNY	LONG	SHINA	SHEN	STUN	URIKO	URANUS
KOHRYU	X	6	4	6	1	3	7	6	6	6	7	6	7	4
YUGO	2	X	6	2	4	6	6	2	5	3	4	4	6	4
XION	6	4	X	4	3	4	3	5	4	5	4	4	5	5
ALICE	4	6	6	X	3	5	4	6	4	6	5	5	5	4
BAKURYU	9	6	7	7	X	4	5	5	7	6	7	6	5	4
BUSUZIMA	7	4	6	5	6	X	6	5	4	6	5	4	5	2
GADO	3	2	7	6	5	4	X	4	4	5	3	5	4	2
JENNY	4	6	5	4	5	5	6	X	6	4	4	2	5	5
LONG	4	5	6	6	3	6	6	4	X	6	4	3	3	5
SHINA	4	7	5	4	4	4	5	6	4	X	7	4	7	3
SHEN	3	6	6	7	3	5	7	6	6	3	X	5	5	4
STUN	4	6	6	5	4	6	5	6	7	6	5	X	4	6
URIKO	5	4	5	5	5	5	6	7	7	5	5	6	X	3
URANUS	6	6	7	6	6	6	6	5	5	7	6	4	7	X

MASTERING TECHNIQUES

Unless you have been playing the first two *Bloody Roar* games for a number of years, you won't have any immediate success against skilled opponents in *Bloody Roar 3*. It's easy to learn, but nuances like the Beast Mode can only be mastered after many hours of practice. The game can become a chess match for some players; one wrong move and your opponent will have the upper hand throughout the entirety of the battle. Follow the techniques listed in this strategy guide, discover your opponents' weaknesses and exploit them! You want to win, don't you? Well then, read on!

HYPER BEAST FORM





This is more important than in the previous two *Bloody Roar* games because of the complexity involved in reacting to an opponent who has successfully made the transition to Hyper Beast Mode. Not only is this technique highly effective in stopping most of your opponent's attacks and increasing the speed of gameplay, it also increases the damage you can inflict on an opponent by as much as 30%! To change into Hyper Beast Mode, press **R1** + ○ + ✕ or **R1** + ○ + □ simultaneously. You can only do this when the yellow Beast Gauge at the bottom of the screen fills up completely, which can only be done while in human form. When Hyper Beast Form is initiated, it lasts for 12 seconds—and the timer at the top of the screen will actually stop during this period. Since the speed and amount of damage inflicted on your opponent increase, you can "cheat" regular moves into other moves during this phase; you can perform unlimited Beast Drives (known as Rage Moves in the previous games in the series). And as an added bonus, your life gauge will replenish faster than it would if you were in "normal" Beast Mode. It's also important to note that if you're still in Hyper Beast Form at the end of a round, you will revert back to human form at the beginning of the next round. (In normal Beast Mode, you will maintain Beast Form at the start of a new round.)

BEAST FORM



Press the ○ button to change into Beast Form when the Beast Gauge at the bottom of the screen fills up completely. When the gauge is empty, you can perform various special moves to refill it. You can also charge up the Beast Gauge fairly quickly by pressing the ○ button, but doing so will cause your character to pause for a moment, leaving him or her vulnerable. Try to avoid doing this; it's not difficult to maintain a balanced offensive attack in while human form instead of relying on the Beast Form transformation. While in Beast Form you will have added attack options (by pressing the ○ button), the ability to "cheat" regular moves into other moves at any point, the ability to perform one Beast Drive (you will revert back to human form after utilizing this), increased damage on your opponents and the ability to recover a partial amount of your life gauge (up to 30%). Also, your opponent will not be able to "juggle" you with combination attacks as much as before because your body will not rise as high as it would in human form.

BEAST DRIVE



Formerly known as "Rage Moves," Beast Drives are similar to the Super Moves used in the *Street Fighter* games as well as various Neo•Geo titles. Each character has two Beast Drives. They can only be used once while in Beast Mode, but can be used an unlimited amount of times during the 12 seconds of Hyper Beast Form. Beast Drives inflict the most damage in the game; they are the most explosive attacks in the entire *Bloody Roar* series.



THE ART OF BLOCKING

In general terms, your ability to block any given attack depends on where your opponent attacks you from and under what circumstances (air, ground, high, low, etc.). Various special moves have the capability to break your guard if you are not blocking correctly; these moves will display a huge flash on the screen before they connect to let you know they are coming. See the list of Basic Moves for information about which blocking methods correspond to specific attacks. Also note that you are only able to block ONCE in the air; this prevents a lot of jumping in and expecting to get free hits









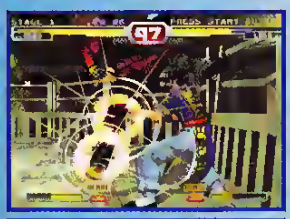
MAGIC THROW?



Having problems finishing the game in under 10:00'00? Can't seem to get through Survival Mode? Try walking up to your opponent when "GET READY" appears on the screen, then press the △ button rapidly; you will throw your opponent each and every time!

BASIC MOVES

Kick—×
Punch—□
Throw—× + □ (or □ + **R1**) (or △)
Beastorize—○
Duck—↓ ↓ + **R1**
High Blocking—Press ← or neutral (blocks Middle Attacks, High Attacks or one Air Attack)
Low Blocking—Press ↓ (blocks Low Attacks or one Air Attack)



Heavy Guard—**R1** or ← + **R1** (blocks Guard Break moves)
Low Heavy Guard—↙ + **R1** (blocks Low Guard Break moves)
Guard Escape—← or → + **R1** when attack is about to hit (escapes throws and certain attacks)

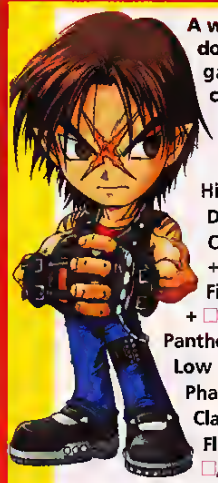


Air Recovery—× + □ (allows you to escape upcoming combo attacks if you are launched in the air)
Guard Attack—↙ + × (or ↙ + □) (use this to attack the opponent while guarding)
Sidestep—**L2** or ↓ ↓ or **R2**
Evade Throws—× + □ or □ + **R1** after your opponent executes a throw command
Recovery—Rotate the D-pad or joystick and press the **R1** button rapidly to recover from being stunned

THE CHARACTERS

The rest of this strategy guide covers each of the characters' special moves and Beast Drive attacks. Note that any special move involving the ○ button can only be done while in Beast Mode.

YUGO



A well-balanced character toned down slightly from previous games. Good juggling ability in combos. His Final Machine Gun Upper should be used with force.

SPECIAL ATTACKS

High Speed Combination—□, □, □, □
Dragon Finish Blow—↙ + □, ↙ + □
Champion Straight Punch—← + □, ← + □, ← + □
Final Machine Gun Upper—↘ + □, ↘ + □, ↘ + □, ↘ + □
Panther Two—→, → + ×, □, □
Low & Step In—↘ + ×, ↘ + □
Phantom—↙ + ×, ↓ ↘ → + □
Claw Twin Knuckle Slash—○, □, □, ○
Flicker Lightning—↓ ↘ → + × + □, □, □, □, → + ×
Spiral Kick—×, ↓ + □
Clinch—↓ ↘ → + □ + ×
Leg Slash—□, □, ↙ + □
Meteor Crash—↓ ↙ ← + ○, ↓ + ○
Counter Blow—↓ ↘ → + ○, ← + □
Bloody Roar—↓ ↘ → + ○

BEAST DRIVES

Spiral Fang—↓↘ →↓↘ → + ○
King of Breaker—↓ ↙ ← ↓ ↙ ← + ○



BEAST FORM: WOLF

ALICE



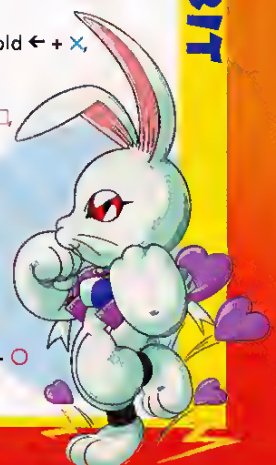
Alice no longer has the advanced rushing tactics that she enjoyed in the previous Bloody Roar games. She is still quick, but her attacks do not exploit characters as much as before. Uriko is a much better choice to replace Alice as "rushdown" queen.

SPECIAL ATTACKS

Blitz River Throw—□, ×, □, ↓ + ×
Sway Kick Combination—← + □, ×
Through Punch Upper—→ + □, → + □
Leg Beat Combination—↘ + ×, ×, ×
Rabbit Step—↘ + □, □, □, ↓ + ×
Low Rabbit Slider Rush—↓ + ○, ↓ + ○,↓ + ×, ↓ + □
Low Rabbit Knee Rush—↓ + ○, ↓ + ○, ○, ○, ○
Squat Combination—↓ + ○, ↓ + ×, ↓ + ×
Spring Slap—↓ ↙ ← + □
Rabbit Spiral—↓ ↘ → + □
Triple Somersault—↓ ↙ ← + ×, hold ← + ×, hold ← + ○
Somersault—↓ ↑ + ×
Rabbit Step Hammer—↘ + □, □, □, ↑ + ○
Rabbit Blast—↘ + ×, ×, ↙ + ○
Rabbit Somersault—↓ + □
Somersault Kick—↓ ↙ ← + ×
Low Sway Kick Combination—← + ○, ↓ + ×

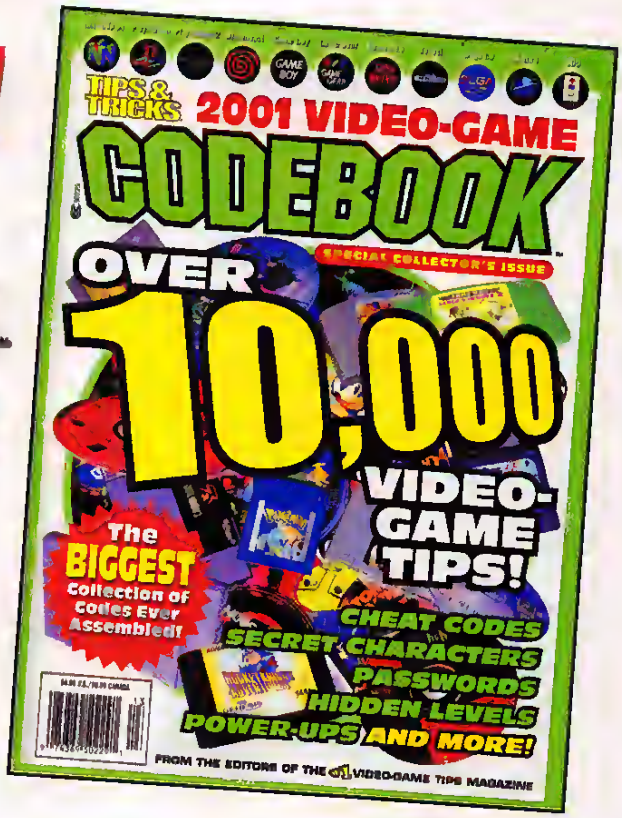
BEAST DRIVES

Bunny Love—↓ ↘ → ↓ ↘ → + ○
Lifting Star Lane—↓ ↙ ← ↓ ↙ ← + ○



BEAST FORM: RABBIT

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BAKURYU



Bakuryu is an odd character. He plays solely to confuse the opponent, requiring a bit of skill to use. Bakuryu is extremely strong in *Bloody Roar 3* and still has the ability to take out any opponent at any moment.

SPECIAL ATTACKS

Spiral Shadow Blade—□, □, □, □, → + □
Sword Drop Blade Kick—□, □, ×, ×
Fang Drop Hammer Moon Shadow—□, ×, ×, → + ×, ← + ×, ↑ + □
Flowing Shadow Circular Kick—↘ + □, ×
Gale Crescent Moon Drop—→, → + ×, ×, ×
Lightning (when ducking)—×, ×
Poisonous Claw Slash—○, ○, ○
Poisonous Claw Machine Gun—→ + ○, ○, ○, ○, ○
Poisonous Claw Spiral Shadow Blade—×, ×, ×, ×, ○, ○, ○
Snow Light Line Drop—↓ ↘ → + □ (mid-air hitting throw)
Smoke Bomb—↓ ↘ → + × (must be facing the opponent's back)
Smoke Spiral Kick—↓ ↙ ← + × (in mid-air)
Rising Scrape Up—↓ ↙ ← + ○ (floating move)
Flying Line Drop—← → + ×
Flying Kick—← → + □
Shadow Bound (when ducking)—×
Dragon Sword (when ducking)—□
Dancing Lunge—→ + ○, ○, ○, ○, ↘ + ×, ↓ ↘ → + ○

BEAST DRIVES

Double Inferno—↓ ↘ → ↓ ↘ → + ○
Magic Spear—↓ ↙ ← ↓ ↙ ← + ○

BEAST FORM: MOLE



SHINA



For once, Shina overpowers her father Gado in a *Bloody Roar* game with her quick Lightning Slash Combo and General Attack Combination, which has little lag time after attempting it.

SPECIAL ATTACKS

M-VI Stinger—□, □, □, ×
M-VI Nupperm—□, □, ↓ + ×
M-VI Nupperm Fake—□, □, ↓ + □
Pile Bunker—← → + ×
Hunting Double—→ + □, □, □
Hunting Arrow—→ + □, ×
Amazon Scratch—↘ + □, ↓ + ×
G-III Combination—×, ×, ×
Assault Kick Mine—→ + ×, ×, ×, ↓ + ×
Assault Kick Bomb—→ + ×, → + ×, ×
Lightning Slash—↘ + □, → + ○, ○, ← + ○
Triple Low Scratch—○, ○, ↓ + ○
Angry Slash—○, ↓ + ○
Trident Shoot —↓ ↙ ← + ×
Scramble Snatch—↓ ↘ → + × (mid-air hitting throw)
G-III General Attack Combination—×, ×, → + ×, ×, ×, □, □, □, ×
Flying Drop—↓ ↘ → + ×, ↓ ↑ ×, ← → ○
Fake Mine—→ ← + ×
Angry Crow Judgment—○, ○, ○

BEAST DRIVES

Cross Blade Zapper —↓ ↙ ← ↓ ↙ ← + ○
Mad Trap—↓ ↘ → ↓ ↘ → + ○

BEAST FORM: LEOPARD



BUSUZIMA



Busuzima has the ability to confuse the opponent with his ability to disappear. He also has a series of trick kicks that start one way and end up hitting the opponent in other places!

SPECIAL ATTACKS

Chopping—×, ↓ + ×, □, □
All Open Transparent Kick—□, □, □, ×, ↓ + ×
Back Attack—↘ + □, ↘ + □, ← + □
Busuzima Kick—→ + □, ×
Hooligan Fake Kick Combination—→ + ×, → + ×, → + □
All Open Upper Punch—□, □, □, ○
Heaven Elastic Upper Punch—↑ + ○, ↑ + ○, ↑ + ○, ↑ + ○
Busuzima Head Butt—← → + ○
Dokujima (Poison Island)—↓ ↘ → + × (special posture)
Serious Punch—↓ ↘ → + ×, □, □, □
Serious Kick—↓ ↘ → + ×, ×
Dokujima Exercise—↓ ↙ ← + ×, ×, ×, ×, ×, ×
Running Chop—↓ ↘ → + □ (special damage move)
Invisible Attack—↓ ↘ → + ○ (disappear after attack)
Disappear—↓ ↙ ← + ○ (disappear)
Grand Elastic Punch—← + ○, ← + ○, ← + ○, ← + ○
All Open Hell Attack—□, ×, □, □ □ ×, ← + ×
Double Slider—↙ + ○, ↓ + ○
Busuzima Punch Combination—→ + □, → + □, → + □, → + □, → + □, → + □
Busuzima Kick Combination—→ + □, → + □, → + □, → + □, ×

BEAST DRIVES

Ultimate Die Through—↓ ↘ → ↓ ↘ → + ○
Busuzima's Mandala—↓ ↙ ← ↓ ↙ ← + ○

BEAST FORM: CHAMELEON



LONG



With his ever-changing circle combination, Long is not an easy character to master. It will take some time to manage his routinely strange combo factors, but those who can use them effectively will be rewarded with many victories.

SPECIAL ATTACKS

Consecutive Strike—□, □, □ (may be followed by Six Level Combo Ring)

Rotation Back Gate Elbow—□, ✕, ↓ + ✕, →, → + □

Hawk Shoulder Plant—↘ + □, □

Cross Attack—○, ○, ○

Consecutive Attack—← → ✕, → + ○, + ↓ + ✕

Six Level Combo Ring—Long's Six Level Combo Ring is an intricate series of attacks consisting of six steps followed by a finishing command. The six steps are as follows:

1) ↓ + ✕ 2) ○ 3) → + ✕ 4) → + □ 5) ✕ 6) ↓ + □

To build a Combo Ring, choose any one of these six steps as a starting point, then connect it to the remaining five steps in forward or reverse order according to the above sequence. For example, if you want to begin at Step 3 and advance through the list, you would chain the six steps together in this order: Step 3, then 4, then 5, then 6, then 1, then 2. Alternatively, let's say that you want to start at Step 2 and go through the list in reverse; in this case, your steps would be 2, then 1, then 6, then 5, then 4, then 3. Once you've entered six steps, you can connect the last step to any one of the following list of finishing commands:

1) → → + □ 2) ← + □ 3) ↓ ↓ + □

4) → → + ✕ 5) ← + ✕ 6) ↓ ↓ + ✕



BEAST DRIVES

Course to Heaven—↓ ↘ → ↓ ↘ → + ○

Ferocious Tiger Laceration—↓ ↙ ← ↓ ↙ ← + ○

BEAST FORM: TIGER

URIKO



How the tables have turned! Uriko is a solid character with speed, strength and the ability to rush the opponent down, forcing them into errors while building up your Beast Meter!

SPECIAL ATTACKS

Thunder Dance---□, □, □, □ (may be followed by Six Level Combo Ring)

All Around 1-2-3—□, ✕, ✕, ↑ + ✕

Double Kick Combination—→ + ✕, ✕

Supreme Penetrating Bow Thigh—→, → + □, ✕

Thunderclap Peace—↓ ↘ → + ○, + ○

Wings of the Phoenix—↓ ↙ ← + ○, ← + ○, ← + ○, ← + ○, ← + ○, ← + ○, ← + ○ (may be followed by any of the finishing commands for the Six Level Combo Ring)

Thunder Blade—□, □, ↓ + □

Rolling Punch—→ → + ✕, ✕

Dance of the Cat—○, ○, ○

Rubbing Nail Peace—↓ ↘ → + ○, ✕

Six Level Combo Ring—Uriko's Six Level Combo Ring is an intricate series of attacks consisting of six steps followed by a finishing command. The six steps are as follows:

1) □ 2) → + ✕ 3) → + □ 4) ✕ 5) ↓ + □ 6) ↓ + ✕

To build a Combo Ring, choose any one of these six steps as a starting point, then connect it to the remaining five steps in forward or reverse order according to the above sequence, as described in Long's moves list. Once you've entered six steps, you can connect the last step to any one of the following list of finishing commands:

1) → → + □ 2) ← + □ 3) ↓ ↓ + □ 4) → → + ✕ 5) ← + ✕ 6) ↓ ↓



BEAST DRIVES

Surprise Cat Pounce—↓↘ → ↓ ↘ → + ○

Dance of the Phoenix—↓ ↙ ← ↓ ↙ ← + ○



BEAST FORM: HALF BEAST

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JENNY



Jenny can still perform well against most of the characters in *Bloody Roar 3*. Her strength lies in her transformation to a bat, allowing her added strength and flying capabilities to take over. Jenny's Slap & Nightmare combination attack is a force to be reckoned with.

SPECIAL ATTACKS

Step Slap—□, □
Passionate Heel Rush—→ + ×, ×, ×, ×
Back High Heeled Kick—→ + ×, ×, ×, ← + ×
Sly Kick—↓ + ×, ×
Enamel Blade—↘ + ×, ×, ×, ×
Gross Edge (when ducking)—×, ×
Complete Disorder—○, ○, ○, ○, ○
Wind Slider—↓ ↘ → + □, ×, ×, ↓ + ×
Spiral Talon (in air)—→ + ○, ○, ○
Air Blast (in air)—○, ○, ○
Twisted Explosion—↓ ↘ → + □, ×, ×, ×, ×, ×, ×, ×
Twist Heel Change—↓ ↘ → + ○
Drill Talon—↓ ↙ ← + ○, ○
Bat Wing Blade—↘ + ×, ×, ↓ + ×, ×
Nightmare Walking—→ + ○, ○, ○
Wind Slider—○, ○, ○ ↓ + ×
Enamel Wall Wind—□, □, → + ×, ×, ×, → + ○, ○, ○
Slap & Nightmare—□, □, ○, ○, ○, ○, ○

BEAST DRIVES

Sky High Tempest—↓ ↘ → ↓ ↘ → + ○
Crimson Slider—↓ ↙ ← ↓ ↙ ← + ○



BEAST FORM: BAT

STUN



Many times you will find that Stun's moves leave him open for an opponent to attack. Once you realize the level of strength that Stun maintains throughout his battles—and begin using his impressive forte of throwing and quick dash moves—Stun may become your character of choice.

SPECIAL ATTACKS

Shell Rush Guillotine—□, □, □, ×
Shell Slasher—□, ×, □, □
Thrust Blow—→ + ×, ×, ← + □
Combination Antler Bomb—→ + ×, ↓ + ×, ↓ ↙ ← + □
Lightning Mine—← → + □
Bio Shock—→ ← + □
Drag—←, □ + ×
Spiral—↓ ↓ + □ + ×
Chaos Beetle Rush—○, ○, ↓ + ○, ↘ + ○
Violence Beetle Rush—○, ○, ↓ + ○, ↘ + ○, ↑ + ○
Grasshopper Leg—↓ ↙ ← + ×
Brain Crash Bomb—↓ ↙ ← + □ + ×, ↓ ↘ → + □ + ×
Thrust Knee Smash—→ + ×, ×
Thrust Knee Crash—→ + ×, ↓ + ×
Spider Drop—↓ ↘ → + □
Antler Bomb—↓ ↙ ← + □
Hornet Grab—↓ ↘ → + ×
Dark Sanction Combination—↓ ↙ ← + ○ + ×, ↓ ↓ + ○ + ×, ↓ ↑ + ○ + ×

BEAST DRIVES

Boosting Burst—↓ ↙ ← ↓ ↙ ← + ○
VTOL Basher—↓ ↘ → ↓ ↘ → + ○



BEAST FORM: INSECT

GADO



Gado's Guard Break moves are among the best in the game. Although he is not particularly good to fight with up close, his long-range attacks are more powerful than almost anyone else's.

SPECIAL ATTACKS

Shotgun Combination Drive—□, □, → + ×
Tomahawk Basher—→ + □, □, □
Triple Scratch—○, ○, ○
Destroy Scratch—→ + ○, ○
Absolute Fire—← → + □
Shotgun Combination Fire—□, □, → + □
Spinning Strike—← + □, □
Site Break (when ducking)—□, □
High Command Edge Combination—×, ×, → + ×, ×, ×, ×
Bloody Ridge—↑ + ○, ↓ ↘ → + ○
Trooper Combination—×, ×, ×
Skylauncher Strike—→ + ×, ×, ×
Shell Slash—↘ + □, ↓ + ×
Pressure of Tyrant—↓ ↙ ← + ×, ← → + □, ↓ ↘ → + □, ↓ ↙ ← + □
Heat Blast Skylauncher Strike—×, ← + □ □ ○ → + ×, ×, ×
Heat Blaster Double Claw—×, ← + □ □ ○ ○
Heat Capture Low Kick—↓ ↘ → + □, ↓ + ×
Heat Capture Middle Kick—↓ ↘ → + □, ×

BEAST DRIVES

G Cannon—↓ ↙ ← ↓ ↙ ← + ○
G Bomber—↓ ↘ → ↓ ↘ → + ○



BEAST FORM: LION

SHEN LONG



With a fighting style similar to Long's, Shen Long has been toned down somewhat from *Bloody Roar 2*. He still maintains almost ludicrous combination attacks, but is relatively weak compared to his status in the previous game.

SPECIAL ATTACKS

Snake Elbow—□, □, □ (may be followed by Six Level Combo Ring)
Rotation Back Gate Elbow—□, ×, ↓ + ×, →, → + □
Hawk Shoulder Plant—↘ + □, □
Ring Cross Attack—○, ○, ○
Cross Blow Attack—○, ○, → + ○
Low Rolling Sobat—□, ×, ↓ + ×
Double Cross Crow—↑ + □ (may be followed by Six Level Combo Ring)
Enemy Grasp Sun & Moon—↓ ↙ ← + ○, ○, ○, ○, ↓ + ○
Snake Attack—↓ ↘ → + □
Rolling Sobat Combination—↓ ↙ ← + □
Stride Kick—↓ ↘ → + ×
Shadowless Kick—↓ ↙ ← + ×

Six Level Combo Ring—Shen Long's Six Level Combo Ring is an intricate series of attacks consisting of six steps followed by a finishing command. The six steps are as follows:

1) ↓ + × 2) □ 3) → + × 4) → + □ 5) × 6) ↓ + □

To build a Combo Ring, choose any one of these six steps as a starting point, then connect it to the remaining five steps in forward or reverse order according to the above sequence, as previously described in Long and Uriko's moves lists. Once you've entered six steps, you can connect the last step to any one of the following list of finishing commands:

1) → → + □ 2) ← + □ 3) ↓ ↓ + □
4) → → + × 5) ← + × 6) ↓ ↓ + ×

BEAST DRIVES

Tiger Darkness Attack—↓ ↘ → ↓ ↘ → + ○
Ferocious Tiger Laceration—↓ ↙ ← ↓ ↙ ← + ○

BEAST FORM: TIGER



XION



Xion is easily one of the top three characters in *Bloody Roar 3*. With his lightning-fast moves, you just don't need to have a thorough knowledge of the game to be successful with Xion. Us the Crimson Lunatic as your battery combo, then link it to an Ascension to Heaven Beast Drive to create a lock-down on your opponent! Eventually your opponent will not be able to block that entire sequence momentarily because of the way it connects. By the time he or she realizes what's going on, you can enter Beast Mode again!

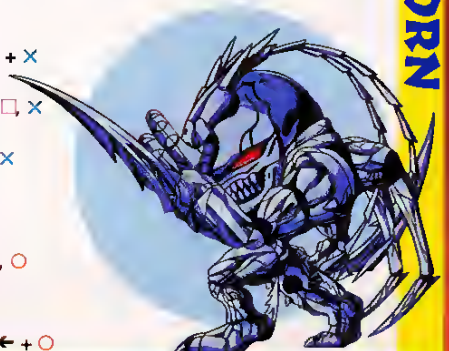
SPECIAL ATTACKS

C.A.I.N—□, □, □, □
A.B.E.L—□, □, ↓ + □, □
Lunatic Attack—□, □, ×
Crimson Lunatic—□, □, □, ×, ×, ×, ×
Paradise Lost—→ + □, □, ○
Moebius—↘ + □, □
Spiral Babel—→ → ×, ×, ×, ×, ×
Velvet Chain—×, ×, ×
Tyrant—○, ○, ○
Darkness Baron—→ + ○, ○, ○, ○, ↑ + ×
Crusader—← + □, □
Rolling Blade Combination—↙ + □, □, ×
Chain Breaker—×, ×, ○
Guilty Chain—×, ×, ↓ + ×, ×, ×, ×, ×
Mystic Slicer—→ + ×, ×, ×
Mystic Rink—→ + ×, ○, ×
Striker—↓ + ○, ○
Song to Naught (when ducking)—○, ○

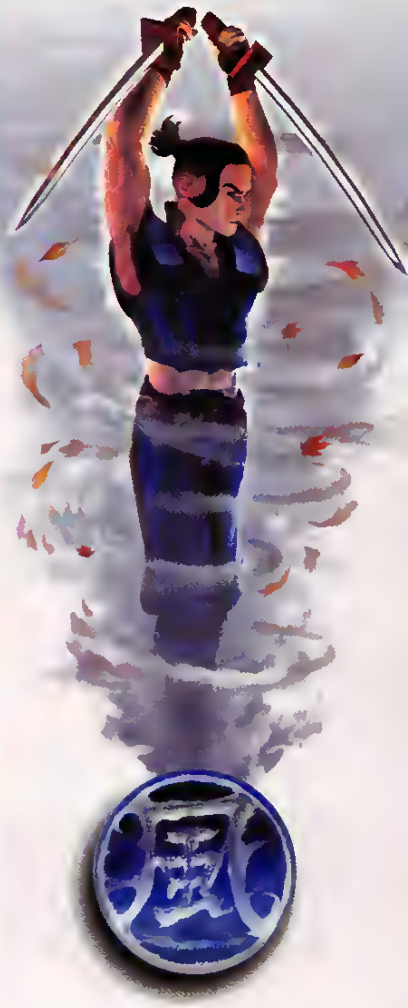
BEAST DRIVES

Outbreak—↓ ↘ → ↓ ↘ → + ○
Ascension to Heaven—↓ ↙ ← ↓ ↙ ← + ○

BEAST FORM: UNBORN



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CART FURY CHAMPIONSHIP RACING

by Geoff Arnold

Ready to kick some asphalt? Strap on your five-point harness, climb behind the wheel of a formula race car and get ready for some fast-paced adrenaline-filled excitement with Midway's latest release. A perfect port of the popular arcade game, *CART Fury Championship Racing* is no lightweight in the formula-racing genre; it packs in enough stunning realism to make you believe that you are actually behind the wheel of a real formula race car. Realistic tracks, hairpin turns, 240+ MPH speeds and a bucketload of intense crashes and nail-biting finishes all await your fingertips this summer. So grab your sunblock, sunglasses and a cooler filled with your favorite carbonated beverage...it's going to be a long day at the races!

GENERAL RACING TIPS

Tip #1: You must learn to master the "Expert" handling setting if you expect to beat the harder tracks. The "Easy" handling setting has a lower top speed, so you can't use it to beat a track with a "Hard" or "Expert" rating.





Tip #2: The Normal Boost puts you at your max MPH, while the Super Boost puts you at your max MPH and then speeds you up even faster as it increases your max MPH. Save your Boost for coming out of corners and while on straightaways to get the most out of 'em. Also, when you're at top speed, don't continue to hold down the Boost button or you'll just be wasting Boost power.

Tip #3: Deliberately wrecking your opponents' vehicles will set them back for a spell and might even give you the upper hand as they struggle to regain position. Use your rear tire or sidepod and rub it against the opponent's front to make them lose control and spin out. You can also try simply ramming into them from behind—activate your Boost and hit them just off-center in the rear—but don't let anything touch your front tires or you'll be the one crashing.

Tip #4: When beginning any race from a rolling start, watch for the timer to count down as your car crosses the starting line. Just as the timer reaches zero and you cross the checkered line, tap the X button once, then hit X again and hold it down to get a free Boost off of the starting line.



Tip #5: Learn to Powerslide. Powersliding will allow you to keep most of your speed and turn more sharply around corners. This is extremely effective and very helpful, especially when you race on the Difficult and Expert courses. To Powerslide, enter the curve and let off the gas momentarily. Immediately crank the vehicle to the left or right (depending on the turn) and hit the gas again. Your car will begin to slide and maintain speed—although you will lose more speed the longer you slide. For harder turns, it may be better to do two quick powerslides instead of one long one.

Tip #6: Learn to anticipate curves and always take curves from the outside. For example, if you are coming up on a sharp left turn, approach the turn from the extreme right edge of the track and cut left to the inside of the track as you begin to turn. This will save you valuable time and keep you from crashing into a lot of walls.

COURSES

There are 17 tracks in all, ranging from Easy to Expert difficulty. I strongly recommend that you practice each track several times to get a good feel for how to approach each track, where the shortcuts are and where the difficult turns are. We've included a map of each course that shows the locations of all turns and shortcuts. Note that all track specifics (number of laps, etc.) refer to the game's Arcade Mode.



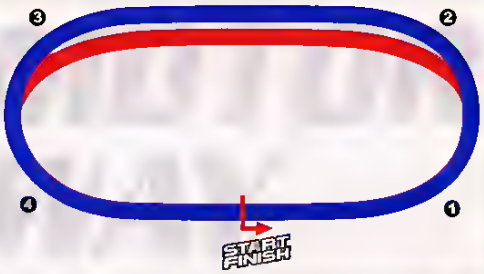
Course 1

Difficulty: Easy

Number of Laps: 5

Lap Time Needed for Super Boost: Under 0:23.00

Shortcut: Look for the shortcut just before curve #2 on the left side of the track. You will have to bust through some red barrels to take it.





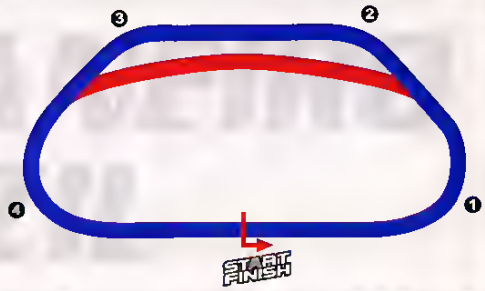
Course 2

Difficulty: Easy

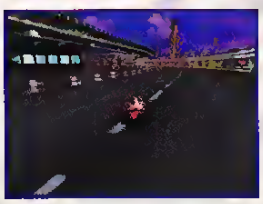
Number of Laps: 5

Lap Time Needed for Super Boost: Under 0:23.00

Shortcut: The shortcut can be found just after curve #1 on the left side of the track. Some red barrels barricade the shortcut here as well.







Course 3

Difficulty: Easy

Number of Laps: 5

Lap Time Needed for Super Boost: Under 0:24.00

Shortcut: Look for the shortcut just after curve #2 near the left side of the track. Slow down a bit and powerslide into the turn to enter the shortcut more easily..







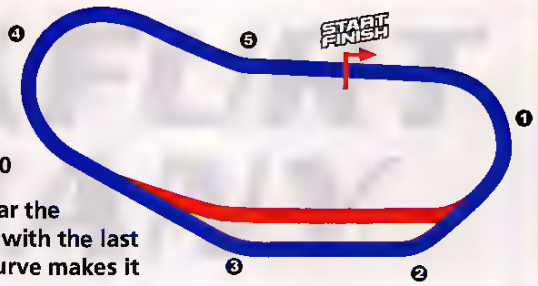
Course 4

Difficulty: Easy

Number of Laps: 5

Lap Time Needed for Super Boost: Under 0:26.00

Shortcut: The shortcut is near the right wall just after curve #1. As with the last track, powersliding around the curve makes it easier to hit the shortcut.





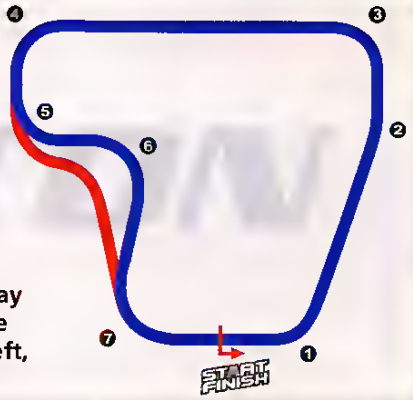
Course 5

Difficulty: Medium

Number of Laps: 4

Lap Time Needed for Super Boost: Under 0:33.00

Shortcut: The shortcut lies about halfway through the course, just after curve #4 on the right side of the track. Watch for the sharp left, then right turn once inside the shortcut.







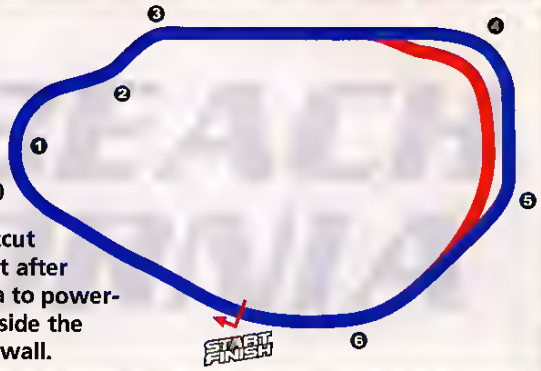
Course 6

Difficulty: Medium

Number of Laps: 4

Lap Time Needed for Super Boost: Under 0:32.00

Shortcut: Look for the shortcut at the end of the straightway just after curve #3. It would be a good idea to power-slide to the right once you get inside the shortcut to avoid hitting the left wall.







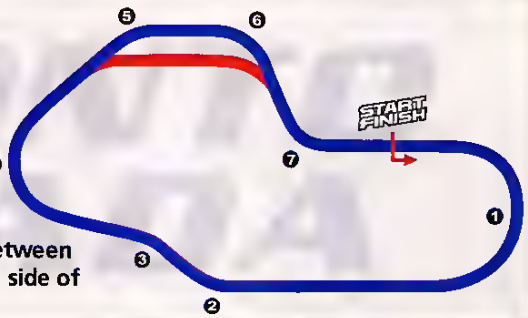
Course 7

Difficulty: Medium

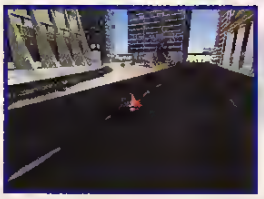
Number of Laps: 4

Lap Time Needed for Super Boost: Under 0:33.00

Shortcut: The shortcut lies between curve #4 and curve #5 on the right side of the track.







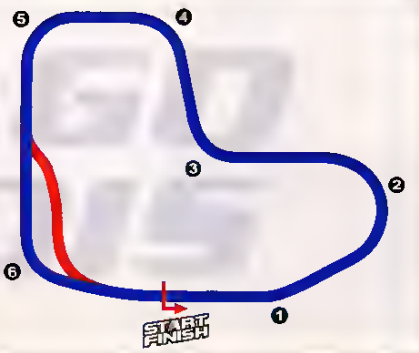
Course 8

Difficulty: Medium

Number of Laps: 4

Lap Time Needed for Super Boost: Under 0:32.00

Shortcut: Look for the shortcut just after the lighted tunnel and past curve #5. Steer left as you are coming off of the small hill to make it into the shortcut with ease.



SURFERS PARADISE
AUSTRALIA



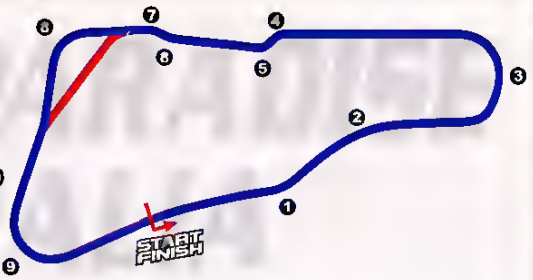
Course 9

Difficulty: Hard

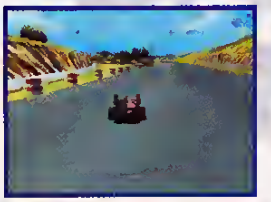
Number of Laps: 3

Lap Time Needed for Super Boost: Under 0:46.00

Shortcut: The track shortcut in this course lies just past the two "Split S" curves (curve #4—curve #7) on the left side of the track.



CALIFORNIA RACEWAY



Course 10

Difficulty: Hard

Number of Laps: 3

Lap Time Needed for Super Boost: Under 0:38.00

Shortcut: You'll see this shortcut just after you come around curve #3. Look for the opening near the left side of the track just past the Havoline oil banner.



THE SKYWAY



Course 11

Difficulty: Hard

Number of Laps: 3

Lap Time Needed for Super Boost: Under 0:38.00

Shortcut: Look for the shortcut just before you reach curve #2. Stay to the left while in the tunnel and you can't miss it.



ROAD AMERICA



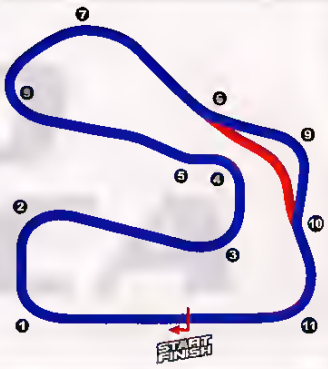
Course 12

Difficulty: Hard

Number of Laps: 3

Lap Time Needed for Super Boost: Under 0:45.00

Shortcut: The shortcut is near the end of the track, just before curve #8 near the right side. Look for the large barn and head through it to gain the advantage.



ALPINE RACEWAY



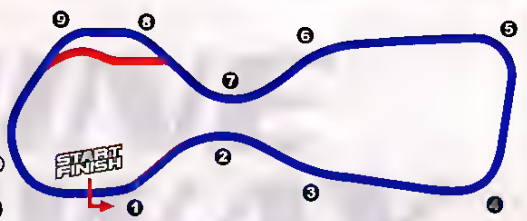
Course 13

Difficulty: Expert

Number of Laps: 3

Lap Time Needed for Super Boost: Under 0:52.00

Shortcut: Located near the end of the track, the shortcut can be seen just after you come out of curve #7. Stay to the left and watch for the sharp turn once inside the shortcut.







Course 14

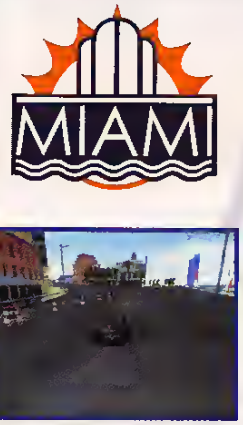
Difficulty: Expert

Number of Laps: 2

Lap Time Needed for Super Boost: Under 1:11.00



Shortcut: This track's shortcut lies between curves #3 and #4. Stay to the right side of the track and powerslide left into the shortcut to make things easier.

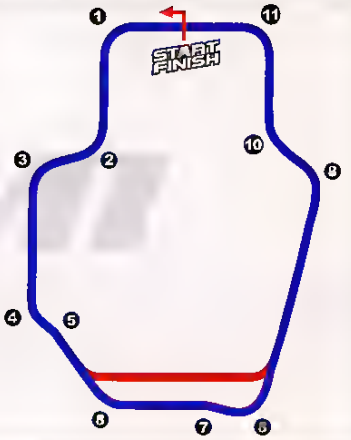


Course 15

Difficulty: Expert

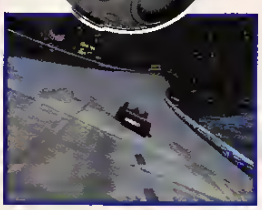
Number of Laps: 3

Lap Time Needed for Super Boost: Under 0:53.00



Shortcut: The entrance to the shortcut is almost exactly halfway through the course, between curves #5 and #6. Slow down just before you reach the hill and powerslide left into the shortcut.



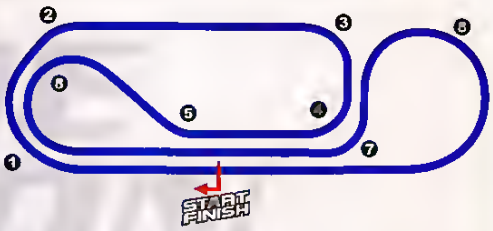


Course 16

Difficulty: Expert

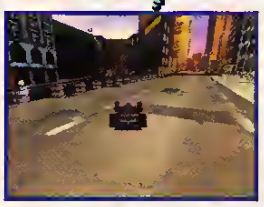
Number of Laps: 2

Lap Time Needed for Super Boost: Under 1:16.00



Shortcut: This track has no shortcut; just remember to use your powersliding skills to take the corners and stay in the center of the track before you hit the large jumps.



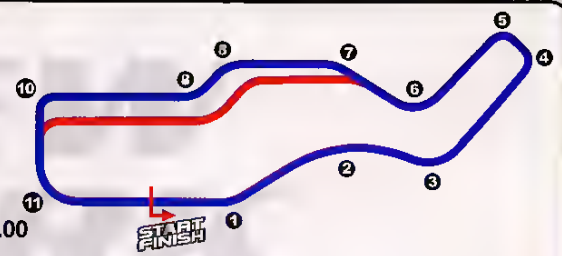


Course 17

Difficulty: Expert

Number of Laps: 3

Lap Time Needed for Super Boost: Under 0:52.00



Shortcut: The shortcut here may look identical to the actual track but it will shave at least five seconds off your time if you take it. Look for the entrance just past curve #6 on the left side of the road.

CHEAT CODES

All of the cheats in *CART Fury* can be earned by scoring 1st-place finishes on tracks or finishing sub-games. Some of the cheats are tough to get; for those players who can't seem to finish the last few races or beat a specific sub-game, we've included this handy list of cheat codes. Just enter the codes at the Cheat screen under the "Options" menu.







Unlock All Cars—△, ×, △, □, L2, △
Unlock All Tracks—R1, △, ×, ×, R2, L1
Unlock All Movies—L1, ○, R2, ×, L2, △
Death Wall—×, □, R2, △, R1, R2
Death Cars—L2, □, L1, R2, R2, ×

Player Death Car—L1, □, R1, R2, L2, L1
Jump—L1, L2, L1, R2, ×, ×
Unlimited Time—□, L1, R2, ○, △, R1
Big Heads—△, □, □, L2, L1, R2
Night Drive—×, ○, △, L2, R2, L1

Low Gravity—R2, R1, □, □, L1, L1
Rocket Wheels—L1, R2, △, □, □, △
Thick Fog—R2, R1, ×, □, □, ○
Infinite Turbo—×, ×, □, □, L2, L2
Infinite Continues—L1, L2, L1, □, △, ○

SELECT GAMES



Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!

Pick it!

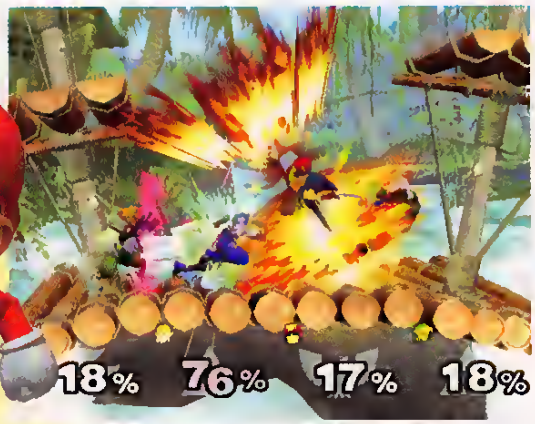
The elite "*Tips & Tricks* Pick" is given to those select few games that are highly recommended by the *T&T* staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks, these are our favorites!

Watch for it!

Games with the *Super Import* symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!

SUPER SMASH BROS. MELEE

Nintendo • November • 1-4 Players



The curtain has been lifted! Nintendo has finally unveiled its first batch of games for the upcoming Nintendo GameCube system. A price and release date have also been announced. The GameCube will go on sale November 5th for $199.95—that's almost $100 less than the PlayStation 2! Six first-party Nintendo games are currently planned for the launch, including *Super Smash Bros Melee*, *Luigi's Mansion* and *Star Fox Adventures: Dinosaur Planet*. *Super Smash Brothers Melee* is the ideal launch title to demonstrate how all our favorite Nintendo characters will look in their revamped GameCube environment. It'll also probably be the one title that gets people to buy extra GameCube controllers at launch. As a sequel to the popular *Super Smash Bros.* for the N64, *Super Smash Bros. Melee* will once again pit the all-star Nintendo cast against each other for another hairy pummel-fest. Many characters from the N64 game will return, including Mario, Donkey Kong, Pikachu, Yoshi, Kirby and Link. Several new characters will also appear, some of which have not been since the days of the NES. They may not all be playable characters, but we heard a rumor that the game may have as many as 100 different combatants—including characters from *Ice Climber*, *Balloon Fight* and even Stanley the Bugman, the star of *Donkey Kong 3*! Over 30 new offensive and defensive items can be picked up during a brawl with up to 64 opponents on the screen at the same time! Rather than just offering simple platform puzzles, the single-player game features a full-scale side-scrolling adventure, like a mini *Super Mario World*. And, of course, our favorite thing about *Super Smash Bros Melee* is that there are plenty of bonus stages and secrets to unlock! There has been a lot of speculation about what kind of games Nintendo was going to launch with the GameCube and whether it was going to target an older or younger audience. It's clear now that the company is sticking with its tried-and-true games and characters, which have always seemed to please both the young and old







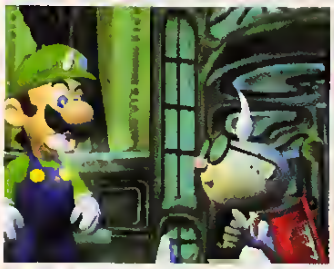


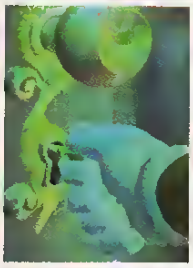


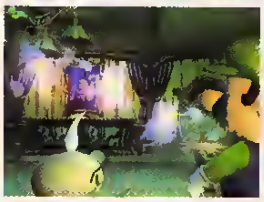
LUIGI'S MANSION

TIPS & TRICKS PICK!

Nintendo • November • 1 Player









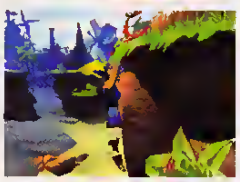


Traditionally, Mario has always been the official character to be featured in many of Nintendo's new hardware releases, like *Super Mario 64* for the N64 and *Super Mario Advance* for the Game Boy Advance. For the GameCube launch, Mario has agreed to take a backseat while his younger brother, Luigi, will have the coveted job of introducing the new system. *Luigi's Mansion* is considered to be the flagship title for the November 5th release of the Nintendo GameCube. The story begins with Luigi as the not-so-lucky inheritor of a creepy mansion. As the new owner, Luigi must investigate his new digs armed with a flashlight and vacuum cleaner. The graphic power of the GameCube is immediately evidenced by the illumination of Luigi's flashlight and the transparency effects of the ghosts. Using the vacuum cleaner, Luigi can suck away all the ghosts from each room, just like Bill Murray's Proton Pack in the movie *Ghostbusters*. Aided by a small doctor friend, Luigi must use the captured ghosts to create unique paintings. There is a sense of *Resident Evil* spoofery in the game as Luigi slowly opens each door with hands quivering and teeth chattering. Like *Super Mario 64* for the N64, *Luigi's Mansion* is designed to familiarize people with the new GameCube controller. The controls are a little more complicated than those of the average adventure game: the left analog stick is used to move forward and backward and strafe left and right while the yellow directional C-pad is used to turn left and right or face up and down. *Luigi's Mansion* is the first Nintendo game to feature Luigi as the main character (if you don't count the educational game *Mario is Missing!* on the NES and Super NES).

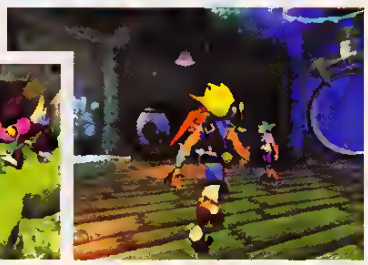
JAK & DAXTER: THE PRECURSOR LEGACY

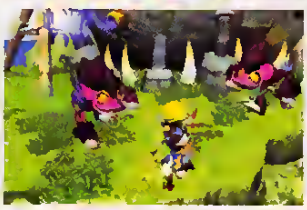
Sony • Winter • 1 Player









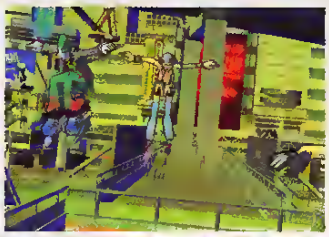


Developer Naughty Dog has made quite a name for itself thanks to its success with the *Crash Bandicoot* franchise. Now that the orange marsupial has been handed over to British developer Traveller's Tales, the folks at Naughty Dog have been busy creating fresh ideas for a new game. *Jak & Daxter: The Precursor Legacy* is their new epic adventure for the PlayStation 2. While Jak and Daxter are exploring some ancient ruins on a mysterious island, Daxter falls into a vat of Dark Eco and is transformed into a gangly weasel-like creature. Heeding the advice of a wise old sage named Samos Higai, Jak and Daxter set out on an adventure to find a mysterious magician who can transform Daxter back to his human form. Like the *Crash Bandicoot* environments, the world they explore is lush and vibrant with colors that are very pleasing to the eye. The game takes place on one huge continent that can be explored freely, the gameplay does not involve passing through conventional stages or levels to progress through the game. As Jak and Daxter explore the world, they also come to learn about the former ancient inhabitants of the land known as "precursors" who have left odd artifacts throughout the land. The character animation is very impressive and features some of the funniest facial expressions ever seen in any video game. *Jak & Daxter: The Precursor Legacy* is certainly a big departure from the *Crash Bandicoot* series, but Naughty Dog hopes that it will be received just as enthusiastically to spur it into another series.

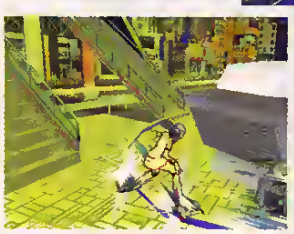
JET SET RADIO FUTURE

Sega • Winter • 1-2 Players

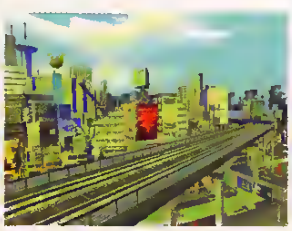


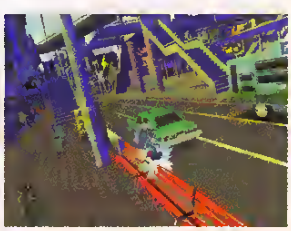


Sega's recent foray into multi-platform development has redirected its coveted *Jet Grind Radio* franchise to the new Xbox game system. The tentatively-titled *Jet Set Radio Future* shows off all the stunning graphic capabilities of Microsoft's gaming console debut. The unique 2-D and 3-D blend that defined *Jet Grind Radio* is even more pronounced in *Jet Set Radio Future*. The setting is Tokyo in the year 2024, where any expression of freedom is heavily suppressed. Challenging the ways of an intolerant society, rocket-powered skaters tear up the streets as authorities try to curb their blatant offenses. Skaters will get to grind it out in huge environments with plenty of areas to explore. A new two-player mode will be available that will allow you to play against each other or work together to reach almost impossible sections of town. *Jet Set Radio Future* is also going to feature a much deeper storyline which will unfold in various ways depending on which areas of the game you explore. Development of *Jet Set Radio Future* is still in its very early stages, so expect more info to come as we get closer to the November 8th launch of the Xbox.



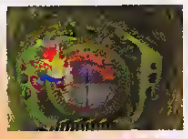
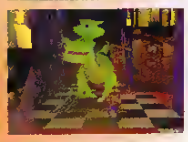


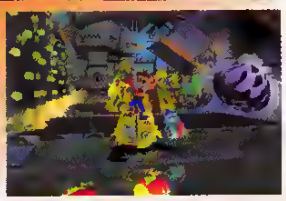




CRASH BANDICOOT: THE WRATH OF CORTEX

Universal • December • 1-4 Players



As we mentioned in the *Jak & Daxter* preview, the development of *Crash Bandicoot* games has been handed over to the veteran developers at Traveller's Tales. The switch will hardly be noticeable as *Crash Bandicoot: The Wrath of Cortex* seamlessly continues Crash's ongoing feud with Dr. Neo Cortex. Players will, however, notice the enhanced graphics and features that only the PlayStation 2 can deliver.

This time Cortex can't take it anymore, he has been beat down one too many times by Crash and has reached his breaking point. All bets are off, as Cortex unleashes a genetically engineered *uber*-creature that focuses only on one objective: to destroy Crash forever. But that's not all, Cortex has also awakened the elemental gods by stealing their Crystals, causing them to release all their destructive energies on the planet Earth! It's another day at the office for Crash, as he and his sister, Coco, set out to retrieve the Crystals and return them to their proper places. Over 30 brand new levels await, taking you anywhere from a Japanese village to the African jungles. Coco will now be a fully playable character rather than just appearing intermittently like in the previous *Crash Bandicoot* games. More vehicles will be available to Crash and Coco, like a jeep, hang glider and even a giant Crash mech! The multiplayer mode contains several *Crash Bash*-style mini-games in over ten different arenas. *Crash Bandicoot* will finally make his appearance on the PlayStation 2!

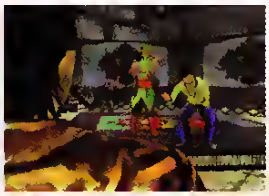
SHENMUE II

Sega • Fall • 1 Player



The search for the mystery of the Phoenix Mirror continues as the further adventures of Ryo Hazuki unfold in *Shenmue II*. Picking up where *Shenmue* left off—with Ryo boarding a ship to Hong Kong—*Shenmue II* draws us further into one of the most compelling stories ever told in a video game. The new voyage takes Ryo through Hong Kong, Kowloon and Guilin as he methodically searches for his father's killer, Lan Di. The environments are a lot more varied than those of the last chapter, where Ryo basically just hung out in his old neighborhood in Yokohama. The rich world of *Shenmue II* will take you through the thick mountain wilderness, breathtaking tropical paradises, gritty urban streets, serene Taoist temples and more. Ryo will fight a whole new host of enemies and will be challenged to several mini-games, including Chinese gambling. Figurines collected and stored on your VMU from the first *Shenmue* can be sold and traded in the various shops in *Shenmue II* to increase your collection. The new navigational system will mark the areas on your map that you have already visited, reducing your chances of getting lost. Other details surrounding *Shenmue II* are still being kept under wraps. For example, we're very curious to know what, if any, classic Sega arcade games will be playable in *Shenmue II*. Another question is: On what console system will we see future chapters of *Shenmue* after the Dreamcast is dead?



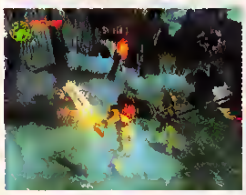



MAXIMO: GHOSTS TO GLORY

Capcom • December • 1 Player

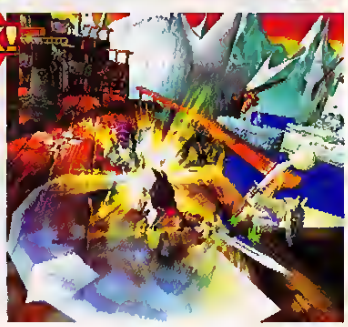






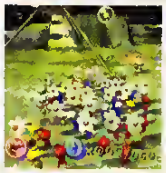
Maximo: Ghosts to Glory is a 3-D adventure game inspired by Capcom's classic side-scrolling game *Ghosts 'N Goblins*. You control Maximo, a brave knight who returns home from battle to find that his kingdom has been turned upside-down. Maximo's ally, Achille, has embraced evil and populated the land with the undead. To add an extra dagger to Maximo's heart, Achille also forces Sophia, Maximo's beloved, to marry him. Maximo must restore order to the kingdom and, of course, get his lady back. With the underworld spewing creatures to the surface, Maximo will confront many *Ghosts 'N Goblins*-like enemies including skeletons, red gargoyles and even the Grim Reaper himself. The game retains the same kind of humor found in *Ghosts 'N Goblins*, like when Maximo loses his armor and has to fight in his boxer shorts! Maximo can also be hexed for a brief period and turned into "baby Maximo" or "Grandpa Maximo." There's a lot of platform action as Achille's drill corrodes the landscape, forcing Maximo to traverse a collapsing terrain. If the characters of *Maximo* look somewhat familiar to you, it's because they were designed by Susumu Matsushita, who regularly does the cover drawings for *Weekly Famitsu*, Japan's leading video-game magazine. *Maximo: Ghosts to Glory* brings no-nonsense, pure fun to the PlayStation 2 this Christmas!

TIPS & TRICKS PICK!

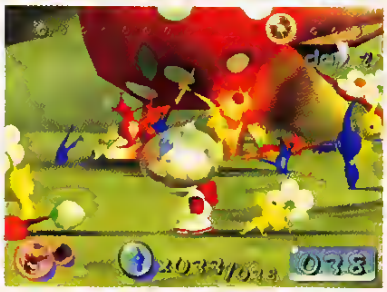


PIKMIN

Nintendo • November • 1 Player









What on earth is going on here? When people see *Pikmin* for the first time, a quizzical expression always seems to be the initial response. *Pikmin* (which sounds oddly like *Pokemon*) is the new vision by Nintendo's resident genius, Shigeru Miyamoto, creator of the *Super Mario* and *Zelda* series. Inspired by Miyamoto's recent interest in home gardening, *Pikmin* is a life simulation strategy game that relies on your horticultural skills. You control a stranded, thimble-sized spaceman who must reassemble his spacecraft in order to return to his home planet. With the aid of plant-like creatures called Pikmin, the spaceman sets out to find pieces of his ship. The Pikmin, however, are like cattle and need to be herded and told what to do. As the leader of the Pikmin, you must nurture and protect them. The Pikmin can grow into one three forms: flowers, buds or leaves. Your ultimate goal is to leave the planet, but you must focus on the short-term tasks of taking care of your Pikmin since they are your only ticket home. Along the way, you and your Pikmin are confronted by various obstacles, including alien invaders and natural disasters. If your green thumb proves worthy, you can have over a hundred Pikmin working for you on-screen at one time! *Pikmin* is not a GameCube launch title, but should be available just in time for the holiday season.

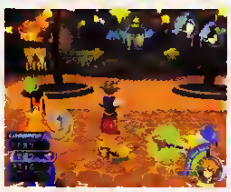


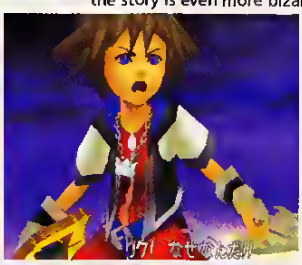


KINGDOM HEARTS

Square/EA • Fall 2002 • 1 Player

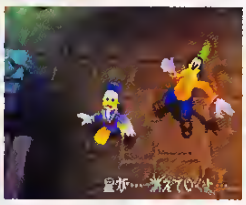








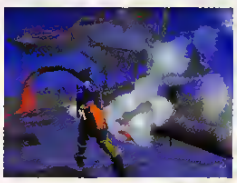




Two giant forces of imagination come together as Squaresoft and Disney combine their talents to create *Kingdom Hearts*, a unique role-playing game for the PlayStation 2. It is definitely amusing to see these pictures of *Final Fantasy*-style characters carousing about with Goofy and Donald Duck, but the story is even more bizarre. *Kingdom Hearts* is the story of Sora, Riku and Kairi, three friends who get swept away by a *Wizard of Oz*-like storm, transporting them to three separate, unknown worlds. Meanwhile, back at the Disney Castle, King Mickey is kidnapped, forcing Court Wizard Donald Duck and Captain Goofy to set out on a rescue mission to find him. Donald and Goofy eventually meet up with Sora, who is on his own mission to find his two friends. The three of them team up as they face the evil army of creatures known as "The Heartless." "The Heartless" are able to recruit classic Disney villains to support their nefarious cause. The trio will encounter many worlds straight out of Disney classics like *Aladdin*, *Tarzan*, *Peter Pan* and more! *Kingdom Hearts* has been in production for well over two years now and won't even be released until the Fall of next year. We'll keep you posted on this marquee title.

AZURIK: RISE OF PERATHIA

Microsoft • November • 1 Player











Azurik: Rise of Perathia is one of the featured action titles for the launch of the Xbox this November. Players control Azurik, a blue-skinned necromancer sworn to protect the four sacred elements: fire, water, earth and air. A prophecy about the end of the planet Perathia has been set into motion and it's up to Azurik to turn back the apocalypse. The elemental disks have been scattered throughout the land, and as the protector of the elements, Azurik must get them back. The prophecy, however, tells of two people who will search for the disks—one good and the other evil. Each realm of Perathia is divided into elemental regions of air, fire, water, earth, death and life. Armed with various elemental powers, Azurik confronts hordes of enemies that guard each realm. Players can move freely between the realms without any kind of loading screen, allowing for a seamless style of gameplay that encourages exploration. *Azurik: Rise of Perathia* is an ambitious effort and is designed to be a showcase title for the Xbox, with stunning graphics, sleek lighting and rich textures. And Azurik himself would make a fine member of the Blue Man Group!

MONKEY BALL

Sega • November • 1-4 Players













Monkey Ball is an insanely addicting Sega game that will be appearing on the Nintendo GameCube this Winter. *Monkey Ball* lets you control a cute little monkey trapped inside a transparent ball. To be more precise, the player uses the analog joystick to move and tilt the floor to let the monkey roll in a desired direction. The game is kind of a cross between *Kirby Tilt 'n' Tumble* and the classic *Marble Madness*. Players must safely get the monkey from the start of the stage to the end without letting him fall off the edge. Bananas can be collected along the way for extra bonus points. You can also have a *Monkey Ball* race with up to four players to see who can reach the the goal first. Special items can be collected along the way to disrupt your opponents by changing the shape of their ball or by deliberately tilting their board. *Monkey Ball* just uses the joystick and the A button of the GameCube controller, making it an easy pick-up-and-play experience. Cute characters, bright and colorful graphics and addictive gameplay are exactly the kind of qualities we expect to see from this exciting Sega and Nintendo partnership.

MONSTER RANCHER 3

Tecmo • September • 1 Player









Suezo and his wacky friends make the move to the PlayStation 2! As you can see, *Monster Rancher 3* takes on a whole new look, mixing 2-D graphics with the dark-outlined "cel-shaded" polygonal characters popularized by games like *Jet Grind Radio* and *Looney Tunes Space Race*. Like the previous two *Monster Rancher* titles, music CDs and game discs can be used to spawn different monsters...but with the DVD capabilities of the PlayStation 2, DVD movies can also be used to create unique monsters. Movies like *The Matrix* or *The Gladiator* will spawn creatures that reflect the movies' themes. Another new feature is the ability to combine two monsters to make a hybrid creature. Each monster can be customized by giving them various jewelry, clothing and other accessories. The most intriguing novelty in *Monster Rancher 3* is the use of Sony's PictureParadise technology. You can take any image from any Sony digital camera or camcorder and transfer it into the game through the USB port of the PlayStation 2. The image can then be mapped onto a mask which can be worn by any of your monsters. Call it cool or creepy, but the number of possibilities for your monster's look is absolutely limitless. So if you're still thinking about getting a digital camera, *Monster Rancher 3* is just another good reason to make the purchase!



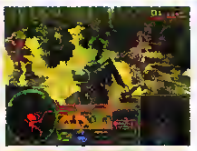


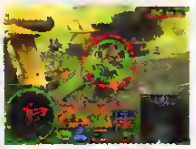
GUNDAM: ZEONIC FRONT

Bandai • October • 1 Player







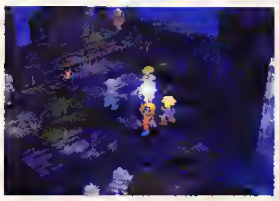
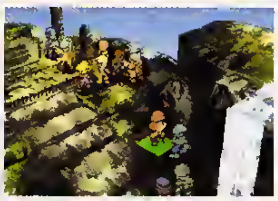
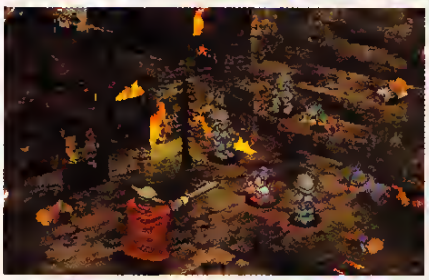
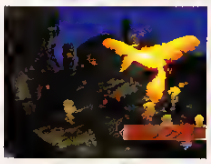
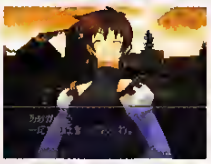




Gundam: Zeonic Front is almost like a companion to *Gundam: Journey to Jaburo* in that you get to play the "One Year War" from the perspective of the Principality of Zeon. In *Journey to Jaburo*, you control Gundam, whereas in *Zeonic Front* you get to pilot Zaku. The Zeon forces have to defend their own territory as the superior Earth Federation moves in to take control. The game focuses on mech-style action combat, much like *Armored Core* or *Omega Boost*, but it also involves a fair amount of strategy. During each stage, you can issue commands to three different platoons to defend, attack or follow your lead. Unless you carefully plan out your attack strategy, it's almost impossible to win any battle through sheer force. *Zeonic Front* takes you through familiar stages based on the original *Gundam* episodes, leading to a climactic epic battle to end the war. Whether you're a *Gundam* fan or just a mech freak, *Gundam: Zeonic Front* lets you control some of the coolest and most influential robots to ever appear in any Japanese anime or video game.

HOSHIGAMI: RUINING BLUE EARTH

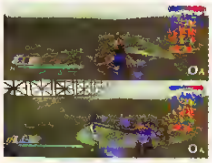
Atlus • August • 1 Player

Hoshigami: Ruining Blue Earth is a role-playing game that uses the traditional turn-based style battle system. The main character, Faz, fights to keep his town alive as the entire nation delves deep into war. Accompanied by his partner, Raymari, Faz begins to fight for more than just his village, the fate of the entire nation of Mardias is at stake. The people of Mardias are feeling abandoned as the once benevolent guardian spirits known as the Hoshigamis, or Star Spirits, have long since disappeared. Can Faz bring back order and peace to Mardias? Will the Hoshigamis ever come back to the people? *Hoshigami: Ruining Blue Earth* is a solid RPG with beautiful artwork and is a welcome addition to the diminishing release list of PlayStation games.

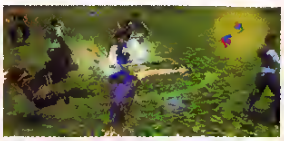
DYNASTY WARRIORS 3

Koei • 4th Quarter • 1-2 Players



One of the most unexpected surprises when the PlayStation 2 launched back in November was Koei's battlefield action game, *Dynasty Warriors 2*. The thrill of fighting hundreds of soldiers at one time really gave you the sense of what ancient war may have been like. *Dynasty Warriors 3* moves away from the bloodshed of Japan's Sengoku era and focuses on the battles waged in ancient China and Mongolia. Now a friend can join you in battle with the new two-player Co-op mode. You can also take a break and fight each other in Versus mode for a little skirmish. The horses that populated the plains of *Dynasty Warriors 2* are now replaced by giant elephants that can be mounted Genghis Khan-style! New Musou attacks and special warrior customizing have also been added. *Dynasty Warriors 3* basically cements the series as an exciting and worthy franchise for the Playstation 2; we hope to see more!



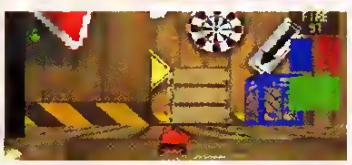


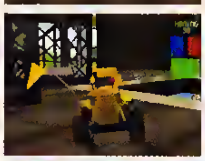



TWISTED METAL: SMALL BRAWL

Sony • November • 1-2 Players



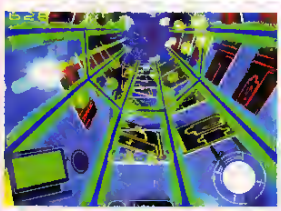
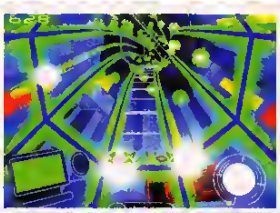
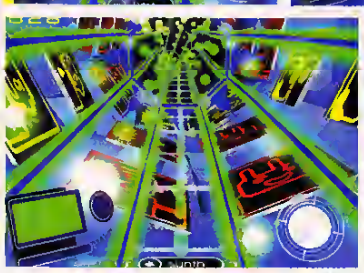



To appease those who can't play *Twisted Metal: Black* because of its "Mature" rating, Sony is releasing a "kiddie" version of *Twisted Metal* for the regular PlayStation console. The vehicles in *Twisted Metal: Small Brawl* are remote-controlled cars that can blow each other up. Each vehicle is fashioned in the style of its operator; for example, mini Sweet Tooth's R/C car is a toy-sized ice-cream truck. Players get to slam it out in a movie theater, bowling alley, living room, backyard and other everyday locations. Because of their size, the vehicles use spitwads, firecrackers and other seemingly harmless weapons to annihilate each other. *Twisted Metal: Small Brawl* is being developed by the same folks who did *Twisted Metal: Black*, so don't expect them to tone it down too much!

FREQUENCY

TIPS & TRICKS PICK!

Sony • November • 1-2 Players


Frequency is a simple yet highly addicting music game for the PlayStation 2. Rather than just playing a single instrument, like most music games, *Frequency* requires that you lay down every track for every instrument in the song. For example, as the beat for the Intro plays, you must lay down the drums, bass, keyboard and guitar tracks before the song moves into the Verse section. Players will also be able to create their own tracks and challenge their friends to actually play it. The two-player mode lets you go head-to-head to see who can complete the song the fastest and most accurately. *Frequency* will be one of the first games to use the PlayStation 2's modem function as players will be able to compete online. Various artists are featured including Crystal Method, Dub Pistols, DJ QBert and more!

FREQUENCY™

DIDDY KONG PILOT

Nintendo • Possible in 2002 • 1 Player











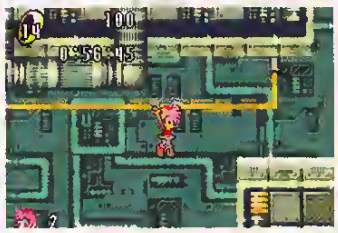
Physics take a miss in *Diddy Kong Pilot*, but that's okay, because there's a monkey flying the plane! In yet another Rare adventure, the red-shirted relative of Mario's original nemesis takes to the skies with Kongs and Kremlings. Up to four players can enjoy linked competition (racing and/or dogfighting) while piloting teeny-tiny planes. (If a puny car is a kart, is a puny plane a "plank?") Fly through beautiful 3-D scenes that range from landscapes plagued with lava-filled bowels of death to mellow, relaxing beachscapes. If none of your friends are interested in watching a monkey fly a plane (in which case, you need some new ones), don't worry. The single-player mode has you covered. each character has a unique storyline and must face final bosses that are tailored to his or her predicament. In addition to all this, *Diddy Kong Pilot* also utilizes the Tilt Technology first introduced in *Kirby Tilt 'n' Tumble*—and it will be able to interface with the upcoming GameCube title, *Donkey Kong Racing*, where the primates ride other animals. *Diddy Kong Pilot* will be available in 2002.

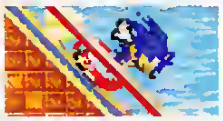
SONIC THE HEDGEHOG ADVANCE

Sega • November • 1 Player

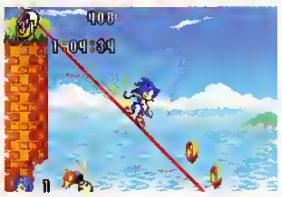
The blue-spiked mascot that sped out of nowhere to propel the Sega Genesis to the forefront of the gaming console wars way back in the day is now residing in the digitized pathways of one of his former competitors. Even after shaking your head in disbelief (or bowing it in sadness for the demise of the Dreamcast), it still jars your sensibilities to see Sonic peeking out from the window of the Game Boy Advance. In *Sonic the Hedgehog Advance*, you can use Sonic, Tails, Knuckles or Amy to collect Chaos Emeralds, solve puzzles, unlock secret areas and generally make a mess out of Dr. Robotnik's evil schemes. In addition to the single-player mission, different multiplayer modes like "Battle" and the "Chaos Emerald Hunt" help diversify the gameplay. *Sonic* speeds onto the GBA this November.







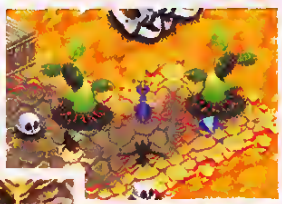


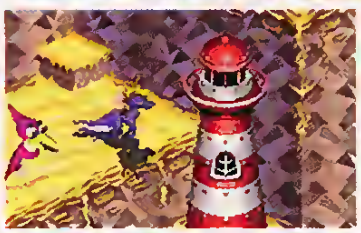


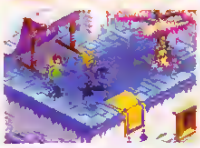
SPYRO: SEASON OF ICE

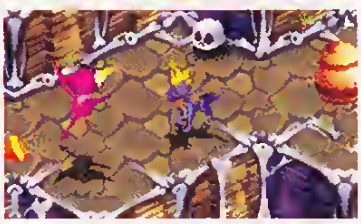
Universal • November • 1 Player











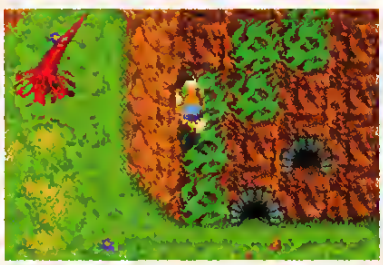
If there's one thing the *Spyro* series has shown us, it's that feisty purple dragons just don't know how to relax when they're on vacation. While sipping a lemonade—or whatever it is that dragons sip while on hiatus at Dragon Shores—Spyro is prematurely yanked back into his high-stress occupation of saving the world from evil when he receives an emergency magic balloon. The evil wizard Rhynoc has captured Zoe, transformed the Fairy Realms into an arctic landscape and turned all the fairy inhabitants into popsicles. With a little help from his friends Hunter and Sparx, Spyro must save Zoe and thaw all the frozen treat fairies. Spyro's new adventure on the GBA spans 30 different levels in picturesque 2-D; perfect for gamers eager for an escapist fantasy realm which they can access at a moment's notice.

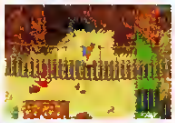
BANJO-KAZOOIE: GRUNTY'S REVENGE

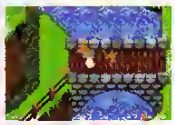
Nintendo • Possible in 2002 • 1 Player

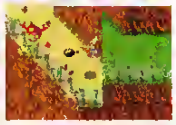
Gruntilda may have been a little off-base at the end of *Banjo-Tooie* when she boasted that she would gain her revenge in "Banjo-Threeie," the fact is, her next face-off with the bear and bird will occur within the friendly, portable confines of the Game Boy Advance. Fans of Rare's action/adventure team can once again sink into the world of Mumbo Jumbo, Jiggies and Jinjos in *Banjo-Kazooie: Grunty's Revenge*. The game explores a tangential possibility that spins off from the original *Banjo-Kazooie* and tells the tale of what would have happened if Gruntilda had not been rescued by her sisters. Our furry/feathery heroes must communicate with locals and master moves that include two-dimensional versions of old favorites like the Beak Buster and Wonderwing, all while heading for a final showdown with Gruntilda. *Banjo-Kazooie: Grunty's Revenge* will be available for gamers on the go sometime in the year 2002.











GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NINTENDO 64

4TH QUARTER
The Powerpuff Girls (Bam!)
Tony Hawk's Pro Skater 2 (Activision)

PLAYSTATION

AUGUST
Hoshigami: Ruining Blue Earth (Atlus)
M&M's (Havas)
Madden NFL 2002 (EA Sports)
Power Rangers Time Force (THQ)
Rayman Brain Games (Ubi Soft)
Rescue Heroes: Molten Menace (Knowledge Adventure)

SEPTEMBER
Cargol (Hasbro)
Hot Wheels Extreme Racing (THQ)
Looney Tunes: Sheep Dog & Wolf (Infogrames)
NASCAR 2002 (EA Sports)
NASCAR Racers (Hasbro)
NFL GameDay 2002 (Sony)
Nicktoons Racing (Hasbro)
Spider-Man 2: Enter Electro (Activision)
Spongebob Squarepants (THQ)
Syphon Filter 3 (Sony)
You Don't Know Jack Vol. 6 (Havas)
X-Men Mutant Academy 2 (Activision)

3RD QUARTER
Where in the World is Carmen Sandiego? (The Learning Co.)
NBA ShootOut 2002 (Sony)
Obee Tale of the Circus (Sound Source)
One Piece Mansion (Capcom)
The Weakest Link (Activision)

OCTOBER
Arc the Lad Collection (Working Designs)
Arthur's Quiz Show (The Learning Co.)
Barbie Explorer (Havas)
Dance Dance Revolution: Disney Mix (Konami)
FIFA World Cup Soccer (EA Sports)
Jumpstart Kindergarten (Knowledge Adventure)
Mary-Kate and Ashley Crush Course (Acclaim)
Tales of Destiny 2 (Namco)

NOVEMBER
Dexter's Leboratocy (Bam!)
Digimon Racing (Bandai)
Dragon Warrior VII (Enix)
E.T.: Interplanetary Mission (New Kid Co.)
Harry Potter and the Sorcerer's Stone (EA)
Hooters Road Trip (Ubi Soft)
Jesse James Six-Shooter Showdown (Ubi Soft)
Mega Man X 6 (Capcom)
Monsters, Inc. (Sony)
The Powerpuff Girls (Bam!)
Scooby-Doo and the Cyber Chase (THQ)
Tony Hawk's Pro Skater 3 (Activision)
Twisted Metal: Small Brawl (Sony)

PLAYSTATION 2

AUGUST
18 Wheeler American Pro Trucker (Acclaim)
Alon D'Ar (Ubi Soft)
Bass Strike (THQ)
Carrier (Jaleco)
Dave Mirra Freestyle BMX 2 (Acclaim)
Extreme G-3 (Acclaim)
Giants: Citizen Kabuto (Interplay)
Half-Life (Sierra)
Herdy Gerdy (Eidos)
Ico (Sony)
Jekyll & Hyde (Dreamcatther)
Le Mans 24 Hours Racing (Infogrames)
Madden NFL 2002 (EA Sports)
NFL GameDay 2002 (Sony)
NFL Quarterback Club 2002 (Acclaim)
Okage: Shadow King (Sony)
Paris Dakar Rally (Acclaim)
Portal Runner (3DO)
Resident Evil—Code: Veronica X (Capcom)
Shadowman 2: Second Coming (Acclaim)
Stunt GP (Titus)
Test Drive Off-Road: Wide Open (Infogrames)

SEPTEMBER
Baldur's Gate: Dark Alliance (Interplay)
Commandos 2 (Eidos)
Disney's Dinosaur (Ubi Soft)
Disney's Jungle Book (Ubi Soft)
Duke Nukem (Rockstar)
ESPN X Games Skateboarding (Konami)
Galerians 2 (Crave)
Legacy of Kain: Soul Reaver 2 (Eidos)
Monster Rancher 3 (Tecmo)
NHL 2002 (EA Sports)
Project Eden (Eidos)
Silent Hill 2 (Konami)
Supercar Street Challenge (Activision)
Thunderstrike Operation Phoenix (Eidos)
Trophy Bass (Havas)

3RD QUARTER
Arctic Thunder (Midway)
Casper Spirit Dimensions (TDK)
Dragon Wars of Might & Magic (3DO)
Drakan (Sony)
NBA Live 2002 (EA Sports)
NCAA GameBreaker 2002 (Sony)
NFL Blitz 20-02 (Midway)
Police 911 (Konami)
Run Like Hell (Interplay)
Top Gun (Interplay)

OCTOBER
Batman: Vengeance (Ubi Soft)
Conflict Zone (Ubi Soft)
Disney's Tarzan (Ubi Soft)
ESPN NFL Prime Time (Konami)
Evil Twin (Ubi Soft)
Grand Theft Auto 3 (Rockstar)
Gundam: Zeonic Front (Bandai)
The Lost (Crave)
The Mummy Returns (Konami)
NASCAR 2002 (EASports)
Tribes 2 (Havas)
Wave Rally (Eidos)

NOVEMBER
Ace Combat 04: Shattered Skies (Namco)
Crash Bandicoot: The Wrath of Cortex (Universal)
Dark Summit (THQ)
Deus Ex (Eidos)
Devil May Cry (Capcom)
Driven (Bam!)
ESPN Water Sports 2002 (Konami)
Eve of Extinction (Eidos)
Frequency (Sony)
Frogger: The Great Quest (Konami)
Herdy Gerdy (Eidos)
Hot Wheels Monster Truck (Ubi Soft)
Jimmy Neutron: Boy Genius (THQ)
Jurassic Park III: Survival (Universal)
Legacy of Kain: Blood Omen (Eidos)
Legion (Midway)
Metal Gear Solid 2: Sons of Liberty (Konami)
Shaun Palmer's Pro Snowboarder (Activision)
Silent Scope 2 (Konami)
Spy Hunter (Midway)
Tetris Worlds (THQ)
Tony Hawk's Pro Skater 3 (Activision)
Wizardry (Atlus)
WWF Smackdown! "Just Bring It" (THQ)

4TH QUARTER
007: Agent Under Fire (EA)
Dynasty Warriors 3 (Koei)
Jak and Daxter: The Precursor Legacy (Sony)
Jeremy McGrath Supercross World (Acclaim)
Kinetica (Sony)
Legends of Wrestling (Acclaim)
Mat Hoffman's Pro BMX 2 (Activision)
Maximo: Ghosts to Glory (Capcom)
NBA ShootOut 2002 (Sony)
NCAA Final Four 2002 (Sony)
NHL FaceOff 2002 (Sony)
Roadsters Trophy (Interplay)
Rubu Tribe (Interplay)
Smuggler's Run 2 (Rockstar)
SOCOM U.S. Navy Seals (Sony)
Ster Trek: Shattered Universe (Interplay)
State of Emergency (Rockstar)
SSX: Tricky (EA)
USHRA Monster Jam (Ubi Soft)

POSSIBLE IN 2001
Armored Core 2: Another Age (Agetec)
Barbarian (Titus)
Big Wave Surfing (Acclaim)
Force of One (Interplay)
Formula X (Interplay)
Gitaroo-Man (Koei)
Gravity Games: Biking (Midway)
H2Overdrive (Crave)
Kessen II (Koei)
King's Field IV (Agetec)
Munukuru (Interplay)
Pac-Man World 2 (Namco)
Rock & Roll Racing (Interplay)
Seven (Namco)
Star Wars: Obi-Wan (LucasArts)
Super Runabout: New York (Interplay)
Time Crisis 2 (Namco)
Vampire Night (Namco)
V.I.P. (Ubi Soft)
Virtua Fighter 4 (Sega)
V'Room (Interplay)
WipeOut Fusion (Sony)
Zombie Revenge (Acclaim)

DREAMCAST

AUGUST
Alien Front Online (Sega)
Floigan Brothers (Sega)
Heroes of Might & Magic III (Ubi Soft)
Last Blade (Tommo)
Mat Hoffman's Pro BMX (Activision)
NCAA College Football 2K2 (Sega)
Peacemakers (Ubi Soft)
Propeller Arena (Sega)
Razor Freestyle Scooter (Crave)
Sega Bass Fishing 2 (Sega)
Ultimate Fighting Championship: Tapout (Crave)
Ultimate Sky Surfer (Crave)
World Series Baseball 2K2 (Sega)

SEPTEMBER
Alone in the Dark: The New Nightmare (Infogrames)
Bomberman Online (Sega)
Conflict Zone (Ubi Soft)
Evil Twin (Ubi Soft)
Ooga Booga (Sega)
V.I.P. (Ubi Soft)

3RD QUARTER
Heavy Metal: Geomatrix (Capcom)
NBA 2K2 (Sega)
NFL 2K2 (Sega)
NHL 2K2 (Sega)
Shenmue II (Sega)
Tennis 2K2 (Sega)

GAME BOY COLOR

AUGUST
Barbie Pet Rescue (Havas)
The Mask (Dreamcatcher)
No Fear (THQ)
Pocket Soccer (Nintendo)
Pokémon Crystal (Nintendo)
Portal Runner (3DO)
Sesame Street Sports (Havas)
Stuart Little (Activision)
Towers II (Telegames)
Wendy's Gravity Goof (TOK)
Woody Woodpecker (Dreamcatcher)
WWF Betrayal (THQ)

SEPTEMBER
007: The World Is Not Enough (EA)
Barbie Kelly Club (Havas)
Dragon Warrior Monsters 2: Cobi's Journey (Enix)
Dragon Warrior Monsters 2: Tara's Adventure (Enix)
The Gladiator (Havas)
Mega Man Xtreme 2 (Capcom)
Robopon: Star Version (Atlus)
Sebrina (Havas)
V.I.P. (Ubi Soft)

OCTOBER
Jumpstart Kindergarten (Havas)
Monsters, Inc. (THQ)

NOVEMBER
Diva Stars (Havas)
Harry Potter and the Sorcerer's Stone (EA)
Shaun Palmer's Pro Snowboarder (Activision)
Tony Hawk's Pro Skater 3 (Activision)

GAME BOY ADVANCE

AUGUST
Caesar's Palace (Majesco)
ESPN Golf Masters 2002 (Konami)
F-14 Tomcat (Majesco)
Golden Sun (Nintendo)
Jurassic Park III (Universal)
Lady Sia (TDK)
M&M's: Lost in Time (Majesco)
Mario Kart Advance (Nintendo)
Super Street Fighter II Turbo Revival (Capcom)

SEPTEMBER
Advanced Columns (Sega)
Backtrack (Telegames)
Breath of Fire (Capcom)
Disney's Atlantis (THQ)
ESPN X-Games Skateboarding (Konami)
Fortress (Majesco)
Jurassic Park III: Park Builder (Univesral)
Klonoa: Empire of Dreams (Namco)
Lego Bionicle (Lego)
Mega Man Battle Network (Capcom)
The Powerpuff Girls (Bam!)
Power Rangers Time Force (THQ)
Scooby-Doo and the Cyber Chase (THQ)
Spider-Man: Mysterio's Menace (Activision)
Sports Illustrated for Kids Baseball (Bam!)
Star Wars: Jedi Power Battles (THQ)
Tiny Toon Adventures (Conspiracy)
X-Men: Reign of the Apocalypse (Activision)

OCTOBER
DOOM (Activision)
Driven (Bam!)
Ecks vs. Sever (Bam!)
Monsters, Inc. (THQ)
MX 2002 Featuring Ricky Carmichael (THQ)
Rocket Power: Dream Scheme (THQ)
Rugrats (THQ)
Shaun Palmer's Pro Snowboarder (Activision)
Sports Illustrated for Kids Football (Bam!)
Tetris Worlds (THQ)

NOVEMBER
Bass Fishing 2002 (Konami)
Batman: Vengeance (Ubi Soft)
CUBE (Ubi Soft)
Frogger Advanca (Konami)
Jimmy Neutron: Boy Genius (THQ)
Jurassic Park III: Chaos Effect (Universal)
Mat Hoffman's Pro BMX (Activision)
Moto GP (THQ)
No Rules (TDK)
Planet of the Apes (Ubi Soft)
Rainbow Six: Rogue Spear (Ubi Soft)
Sonic the Hedgehog Advance (Sega)
Spongebob Squarepants: Super Sponge (THQ)
Spyro: Season of Ice (Universal)
Star Wars: Jedi Power Battles (THQ)
The Wild Thornberrys (THQ)
WWF: Road to Wrestlemania (THQ)

* Publishers, please contact us with updates and/or corrections

ARMORED CORE 2

Limiter Release

At any time during gameplay, hold **R2 + L2** and press **R3** (push the right analog stick into the controller). For the next 40 seconds, your Energy Gauge will not deplete no matter how much you use. However, after the period expires, you'll have no energy at all for another 50 seconds. You may repeat this as many times as you like.

ARMY MEN: AIR ATTACK 2

Mission Select

At the main menu, select "Continue Game" then select "Password." Next, enter **Up, X, O, Up, Left, □, O, X** as your password. You can now select from any of the 20 missions in the game.

ARMY MEN: SARGE'S HEROES 2

Secret Codes

Enter any of the following codes at the "Input Code" screen under the "Levels" menu. You'll see a special text message after entering a correct code.

FREEPLAY—Unlock all levels
NODIE—Invincibility
NOSEEUM—Invisibility
GIMME—All weapons
SHORTY—Tiny player
IMHUGE—Giant player
THDOTEST—Debug info

CRAZY TAXI

Secret Bicycle

To drive a secret bicycle instead of a cab in Arcade or Original mode, carefully enter the following code at the character-select screen.

Hold L1, hold R1, release L1, release R1
Hold R1, hold L1, release R1, release L1

When you lock in your character with the X button, you'll hear a bicycle bell to confirm that the code has been entered correctly. You can also enter the code with the **L2** and **R2** buttons if you wish.

Another Day

Use the following code at the character-select screen in Arcade or Original mode. When the character you want to choose is on the screen, press and release **R1** once, then hold down **R1** and press X. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

No Arrows

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **R1** and press **START**. Continue to hold both buttons until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow at the top of the screen will not appear.

No Destination Mark

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **L1** and press **START**. Continue to hold both buttons until the words "no destination mark" appear in the lower left corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level, so you won't be able to see it from a distance like you usually can.

Expert Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **L1 + R1** and press **START**. Continue to hold all three buttons until the word "EXPERT" appears in the lower left corner of the screen. This trick combines the effects of the "No Arrows" and "No Destination Mark" codes.

Speedometer

You need a second controller plugged into Port 2 to enter the remaining codes. At any time during a game, hold the **R1** button and press □ five times using Controller 2. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To toggle the speedometer off, just hold **R1** and press □ on Controller 2 again.

Alternate Camera Angles

Use the following button combinations on Controller 2 to change the camera angle at any time during the game.

- Hold **R1** and press △ on Controller 2 to switch to a camera that follows you from a fixed location and moves to various fixed locations as you drive around.
- Hold **R1** and press O on Controller 2 to toggle between two additional camera angles. One is a first-person view through the windshield of your cab and the other is a close-up view of your passenger's face.
- Hold **R1** and press X on Controller 2 to return to the default view.

DEAD OR ALIVE: HARDCORE

Infinite Score & Items in Survival Mode

First, start a new game in Survival Mode. When your opponent appears, press the blue **Eject** button on the PlayStation 2 and fight as you normally would. When you defeat the opponent, the time limit will reset to and stay frozen at 40 seconds. You opponent will lie on the ground, and the next one won't appear! You can continue to attack the fallen opponent by pressing **Up + A + B**. Each time you do this, an item will appear. You can continue obtaining items and points indefinitely. When you're ready to move on to the next opponent, just press the **Eject** button again. You can repeat this process for every single opponent. If you die, the screen will fade to white. It will stay in that state until you press **Eject** again. This trick won't work if you defeat an opponent while "Danger Reach" is in effect.

DYNASTY WARRIORS 2

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Once unlocked, the BGM Test will appear under the "Sound" item at the "Options" menu. "Opening Edit" will appear within the "Options" menu.

Unlock Wu Kingdom characters—□, □, **R2, R2, R1, R1,** □, □
Unlock Shu Kingdom characters—□, □, **R1, R1,** □, □, **R2, R2**
Unlock all characters—□, **R1,** □, **R2,** □, **R2,** □, **R1**
Select either side in Free Mode—Hold down △ and press **R1, L1, L2, R2, R1, L1, L2, R2**
Unlock all stages in Free Mode—Hold down □ and press **L1, R1, R2, L2, L1, R1, R2, L2**
Unlock BGM Test—**L1, L1, L1, R1, R1, R1, L2, R2**
Unlock Opening Edit—**R2, R2, R2, L2, L2, L2, R1, L1**
Unlock Wei Kingdom characters—□, □, □, □, **R2, R2, R1, R1**

GAUNTLET: DARK LEGACY

Secret Codes

Enter any of the following codes as your character's name when you begin a new game. All effects are permanent.

INVULN—Invulnerability
000000—Invisibility
SSHOTS—Super shots
MENAGE—3-Way shots
REFLEX—Reflecting shots
PEEKIN—X-ray vision
PURPLE—Full Turbo
DELTA1—Giant player, tiny enemies
ALLFUL—Start with 9 Potions, 9 Keys
10000K—Start with 10,000 Gold
EGG911—Play as Pojo the chicken
ICE600—Play as a big fat Dwarf
NUD069—Play as a sado-masochist Dwarf
STX222—Play as a stick figure with a smiley-face
KJH105—Play as a stick figure with a baseball cap
PNK666—Play as a stick figure with a mohawk
BAT900—Play as a centurion
TAK118—Play as a ninja
STG333—Play as a bald guy
KAO292—Play as a waitress
CSS222—Play as a guy with casual clothes and a baseball bat
ARV984—Play as a guy with casual clothes and a mace
DIB626—Play as a guy with casual clothes and a head on a staff
RIZ721—Play as a quarterback
SJB964—Play as a martial artist with two scythes
DARTH—Play as a bald guy with black cape
TWN300—Play as a blue and orange Valkyrie with a bloody scythe
AYA555—Play as a Japanese schoolgirl
CEL721—Play as a cheerleader
CAS400—Play as a special Warrior
MTN200—Play as a General
RAT333—Play as a Warrior rat
GARM99—Play as a bald Wizard
GARM00—Play as a Wizard with a dark cloak
DES700—Play as a Wizard in desert garb
SKY100—Play as a green alien
SUM224—Play as Sumner

GRADIUS III AND IV

All Power-Ups

At any time during gameplay, press **START** to pause the game, then enter any of the codes below. Each one will take effect immediately after pressing **START** again to unpause. Remember, these codes will only work if the "Game Level" setting in Option Mode is set to 3 or lower. Even then, you may only use either code a number of times equal to **1** + the number of stages you've cleared in your current game.

All Power-ups plus Laser—Press **Up, Up, Down, Down, Left, Right, Left, Right, X, O**
All Power-ups plus Double—Press **Up, Up, Down, Down, Left, Right, Left, Right,** □, △

KNOCKOUT KINGS 2001

Secret Codes

Select the Career mode and enter any of the following cheat codes as your boxer's name to unlock secret characters.

MECCA—Unlock Ashy Knucks
MRBARRY—Unlock Barry Sanders
JGIAMBI—Unlock Jason Giambi
JRSEAU—Unlock Junior Seau
OWNOLAN—Unlock Owen Nolan
STEVEF—Unlock Steve Francis
2ITO—Unlock Chuck Zito
JBOTTI—Unlock John Botti
DEMART—Unlock David De Martini
BAILEY—Unlock Joe Mesi
AUSTIN—Unlock Ray Austin
HATCHER—Unlock Charles Hatcher
BOSTICE—Unlock David Bostice
OSUNA—Unlock Bernando Osuna
NELSON—Unlock Trevor Nelson

MDK 2: ARMAGEDDON

Alternate Camera View

At any time during gameplay, press **START** to pause, then hold **L2 + R2** and press O, X, O, X. When you press **START** again to return to the game, the camera will change position.

MIDNIGHT CLUB

Unlock Smuggler's Run Buggy

First, you must start the game with a memory card containing a save file from *Smuggler's Run*. Next, at the "Vehicle Select" screen, the *Smuggler's Run* Baja Buggy will appear in the menu of cars to the left of the Taxi Cabs!

MOTOGP

Internet Ranking Password

At the main menu, select "SAVE/LOAD," then select "RECORDS." Next, select "TIME TRIAL." Finally, hold **L1 + R1 + L2 + R2** and press **SELECT**. A password will appear next to each time that you previously obtained in Time Trial. However, if you don't have any lap times obtained in Time Trial, no passwords will appear. You can use the password to submit your best times to Namco's official time attack contest on the Internet. The ranking submission page is located at http://www.namco.co.jp/home/cs/ps2/motogp/ranking-world/

NBA HOOPZ

Match-Up Screen Codes

At the match-up screen just before the tip-off—when the announcer says, "Today's match up..."—enter any of the following codes to gain different abilities and power-ups. Each code consists of three numbers and a direction, the numbers represent the number of times you need to push the □, X and O buttons (from left to right) to change the symbols at the bottom of the screen, then you "lock in" the code by pointing the D-pad or joystick in the direction indicated. For example: To enter the "Infinite Turbo" code (3-1-2-Up), press the □ button three times, the X button once and the O button twice, then press the D-pad or joystick **Up**. A message will appear to confirm if you've entered a code properly. Note: Some codes must be "agreed" to (entered by all players) in order for them to take effect. You can also enter the second number in each code by pressing the △ button instead of X.

3-1-2-Up—Infinite turbo
4-4-4-Left—No goaltending
2-2-2-Right—No fouls
0-1-1-Down—Show shot %
1-1-0-Down—Show hotspot
3-0-1-Up—No hotspots
1-2-1-Left—Granny shots
3-2-0-Left—Street court
0-2-3-Left—Beach court
1-1-1-Right—ABA ball
0-2-4-Right—Away uniform
0-1-4-Right—Home uniform
3-0-0-Right—Big heads
5-4-3-Left—Tiny players
3-3-0-Left—Tiny heads

NHL 2001

Hidden Players

At the main menu, select "Game Settings," then select "Rosters," then "Create Player." Next, select "Create Player" again. Under "General Information," change this new player's first and last names to any of the names below. If you entered the name correctly, a prompt will appear asking if you would like to create a new player like the one that already exists in the database. At this prompt, press X and you'll find that all of the stats and information will be already filled in. Many of these hidden players have much better attributes than you would be provided normally by just creating any new player.

ED BELFOUR
ROB BLAKE
PAVEL BURE
PETER FORSBERG
DOMINIK HASEK
JAROMIR JAGR
OLAF KOLZIG
JEAN-FRANCOIS LABBE
NICKLAS LIDSTROM
OWEN NOLAN
SANDIS OZOLINSH
CHRIS PRONGER
DALE PURINTON
PATRICK ROY
GARTH SNOW
KEITH TKACHUK
TERRY VIRTUE
JOHAN WITEHALL
STEVE YZERMAN

ONI

Cheat Codes

At any time during gameplay, press **SELECT** to enter the data menu. Next, move the cursor to "Help." Now enter any of the codes below, then press **SELECT** again to return to the game. You'll hear a special sound effect after entering a correct code. All codes are deactivated when you die or start a new level. Note: The **L3** and **R3** buttons are triggered by pushing the left and right analog joysticks into the controller until you hear a click.

Invincibility—**L2, L1, L2,** □, O, □, **R3, L3, R3,** O
Infinite current ammunition—**L2, L1, L2,** □, O, □, **L2, L2, L1, L3**
Skip current stage—**L2, L1, L2,** □, O, □, **L3, R3, L2, L1**
Refill ballistic ammo, energy cells and hypo sprays—**L2, L1, L2,** □, O, □, O, O, O, **R3**
Phase cloak—**L2, L1, L2,** □, O, □, **L1, R3, L2, L3**
Knock enemies down with one punch or kick—**L2, L1, L2,** □, O, □, **R3, L3,** O, □
Kill enemies with one punch or kick—**L2, L1, L2,** □, O, □, **L3, R3,** O, □
Big head—**L2, L1, L2,** □, O, □, **START,** □, O, **START**
Tiny body—**L2, L1, L2,** □, O, □, **L3, R3,** □, O
Giant body—**L2, L1, L2,** □, O, □, **R3,** □, O, **L3**
Transform into a different character—**L2, L1, L2,** □, O, □, **L2, L2, L2, L2, L2** (continue to press **L2** repeatedly to change into many different characters)

RAYMAN 2: REVOLUTION

Secret Bonus Levels Menu

At the main menu, select "Options," then select "Language." Next, select "Voices," then move the cursor to "Raymanian." Now hold **L1 + R1** and quickly press **L2, R2, L2, R2, L2, R2**. If you entered the code correctly, a new "Bonus Levels" menu will appear.

Secret Cheat Menu

At any time during gameplay, press **START** to pause the game. Next, select "Sound," then

move the cursor to "Mute." Now hold **L1** + **R1** and quickly press **L2, R2, L2, R2, L2, R2**. If you entered the code correctly, a new "Menu Cheat" menu will appear.

RC REVENGE PRO

Secret Codes

Enter any of the following codes at the main menu. You'll hear a faint special sound effect after entering a correct code. You can enter the "Unlock next Championship" code up to seven successive times to unlock all eight Championships.

Unlock all tracks—**L1, R1, R2, □, ○**
Unlock all vehicles—**L1, L2, R1, R2, ○, □**
Unlock next Championship—**L1, R1, R2, L2**

READY 2 RUMBLE BOXING: ROUND 2

Secret Codes

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code, if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the PlayStation 2 off, while others will only affect the first fight that takes place after the code is entered.

Unlock all boxers and special outfits—Press **Left, Left, Right, R2, Left, Right, Right, R1, R1, R2**. Press the □ button to cycle through each fighter's different outfits.
Faster gameplay—Press **Right, Right, Up, Down, Right**, then **R1** four times, then **R2**.
Hyper speed mode—Press **Left, Left, Down, Up, Down, Right, Right**, then **R1** 19 times, then **R2**.
Christmas boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** eight times, then **R2**.
Thanksgiving boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** seven times, then **R2**.
Halloween boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** six times, then **R2**.
Independence Day boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** five times, then **R2**.
Easter boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** four times, then **R2**.
St. Patrick's Day boxing ring—Press **Right, Up, Down, Down, Down R1, R1, R1, R2**.
Valentine's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R1, R2**.
New Year's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R2**.
See the Ending—Press **Right, Right, Right, Right, Down, R1, R2**, then exit to the main menu if you're not already there.
Championship fight vs. Rumbleman—Press **R2, Down, Right, Up, Left**, then **R1** six times, then **R2**, then **R1, R1, R2**.
Zombie boxer—Press **Left, Up, Right, Down, R1, R1, R2**.
Big gloves—Press **Left, Right, Up, Down, R1, R2**.
Extra fat boxer—Press **Right, Right, Up, Down, Right, R1, R1, R2**.
Extra thin boxer—Press **Right, Right, Up, Down, Right, R1, R2**.
Extra camera angles—Press **R1** 20 times, then **R2**, then **R1**, then **R2**, then **R1** 21 times, then **R2**, then **R1** 18 times, then **R2**, then **R1** nine times, then **R2**, then **R1** 14 times, then **R2**, then **R** five times, then **R2, Left, Right, Up, Down, R2**. Unlike the above codes, you'll hear an explosion and the word "RUMBLE!" when you enter this one correctly. Now start a game and press **START** to pause, you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons.

Instant Rumble Mode

At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter.

Level 1—R1, R2, Down, Up, Up, Left, R1, R1, R1, R2
Level 2—R1, R1, R2, Down, Up, Up, Left, R1, R1, R1, R1, R2
Level 3—**R2, R1, R1, R2, R1, R2, R1, R1, R1, R2, Left, Right, Up, Down**

These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering and about to fall.

RIDGE RACER V

Opening Intro Effects

During the opening intro where Ai Fukami is walking on the track, press either **L1** or **R1** to cycle through various effects that alter the appearance of the screen.

Analog Brake/Accel /Steering Display

First, make sure you're using a Dual Shock 2 controller and that its red analog light is on. Now, at any time during gameplay, hold **SELECT** for three seconds and a display will appear that measures how hard you're braking, accelerating and turning. Press **SELECT** again to turn the display back off.

RUMBLE RACING

Secret Passwords

At the main menu, select "Game Options," then move the cursor to "Load and Save," press **Right**, then press **X**. Next, enter any of the following passwords at the screen that appears.

Z E A G T L U K E—Unlock all tracks, all Championship Cups, the Grand Champion movie (from within the Showcase menu), plus Rookie, Pro and Elite versions of Blue Devil, Dire Wolf, Malice, Jolly Roger, Road Kill, El Diablo, Escargot, Cataclysm, Maelstrom, Mandrake, Dragon, Purple Haze, Hog-en-ator, Van Go, Maniac, Tiberius, Muscle Car, Mantee, Serpent, Widow Maker, Silver Streak and The Banger
1 A R E X T 1 A R—Unlock Vortex (Rookie)
N A L D S H H S D—Unlock XXS-TOMCAT (Rookie)
C D A A P T N I A—Unlock Interceptor (Rookie)
A B O G O B O G A—Unlock Road Trip (Rookie)
T H T O R H R O T—Unlock Thor (Rookie)
K C E R O C T E K—Unlock Redneck Rocket (Rookie)
V T Y A N I Y T T—Unlock Van Itty (Rookie)
B S U I G A S U M—Unlock Gamecus (Rookie)
O P S R T I S U C—Unlock Sporticus (Rookie)
U B T C K S T O H—Unlock Buckshot (Rookie)
A M H B R A A M H—Unlock Stinger (Rookie)
H G I R O L R E L—Unlock High Roller (Rookie)
P T O A T R T O I—Unlock Revolution (Rookie)
T L A C O B T L A—Unlock Cobalt (Rookie)

SILENT SCOPE

Secret Codes

At the main menu, select "Arcade Mode," then enter any of the following codes at the "Mode Select" screen. You'll hear a special sound effect after entering a correct code.

No crosshairs—**Right, Right, Right** □
Heart-shaped scope—**Left, Right, Right**, □, △
No scope at all—**Right, Down, Right**, □, **Right, Down, Right**, □
Rest of the screen turns black when looking through the scope—**Down**, △, **Up**, □, △, **Down, Right, Down, Right**, □, △
Same as the previous code, but the scope is on by default—**Up, Up, Up, Up, Down, Down, Down, Down**
No targeting arrows or graphics—**Right, Right, Right, Right, Left, Down, Up, Right**
Rotate the screen 180° about the vertical axis—**Left, Left, Right**, □, **Down, Down, Up**, △, **Up, Right, Down, Up, Left, Down**, □
All targets are invisible—**Right, Down, Right**, □, **Up**, □, □, △, **Down, Right, Down, Right**, □, △

In-Game Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes. After entering a correct code, you'll see the effects take place immediately and you'll hear a special sound effect.

-5 seconds—+1/2 Life—△, X, **Right, Left, Right, Left**, ○, X, **Right, Left, Right, Left, Down, Down, Up, Up**
+5 seconds—-1/2 Life—**Up, Up, Down, Down, Left, Right, Left, Right**, X, ○

SILPHEED: THE LOST PLANET

Start With All Weapons

At the "Enter Your Code Name" screen, input "GLOIRE" as your name. You'll now begin the game with every weapon available to you.

SMUGGLER'S RUN

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. All codes will take effect immediately after you press **START** again to resume gameplay. For the speed up/down codes, the entire speed of the game will increase or decrease, you can enter each one up to three times for an increased effect. For the "Wizard of Oz Mode" code, any ambient vehicles you hit will have zero gravity, watch them float away!

Invisibility—**R1, L1, L1, R2, L1, L1, L2**
Speed up—**R1, L1, L2, R2, Right, Right, Right**
Speed down—**R2, L2, L1, R1, Left, Left, Left**
Real world gravity—**L1, R1, R1, L2, R2, R2**
Wizard of Oz Mode—**R1, R2, R1, R2, Up, Up, Up**

SSX

Secret Codes

At the "Select Mode" screen, press □ to enter the options screen. For all of the codes below, you must hold **L1** + **R1** + **L2** + **R2** while inputting each button combination. You'll hear a special sound effect after entering a correct code. The "Read all hints" code causes all of the applicable hints to appear in succession during the loading screen that appears before you start a race (instead of one random hint being displayed).

Unlock all venues, boards, outfits, characters—**Down, Left, Up, Right**, X, ○, △, □
Maximum attributes for all characters—X, X, X, X, X, X, □
Running Mode—□, △, ○, X, □, △, ○, X
Read all hints—○, X, ○, X, ○, X, ○, X

STAR WARS STARFIGHTER

Secret Codes

At the main menu, select "Options," then select "Code Setup." Next, enter any of the following codes. Remember, in order to make use of the "Experimental N-1" code, you must first enter the "Unlock all regular missions" code.

O V E R S E E R—Unlock all regular missions
A N D R E W—Unlock two-player missions
B L U E N S F—Unlock Experimental N-1
M I N I M E—Invincibility
N O H U D—Remove HUD during game play
D I R E C T O R—Director camera mode
J A R J A R—Reverse flying controls
JAMEZ—View "My day at work" slideshow
W O Z—View "Merry Christmas" video
S I M O N—View staff image
T E A M—View more staff images
L T D J G D—View secret message
H E R O E S—View artwork slideshow
S H I P S—View another art slideshow
P L A N E T S—View yet another art slideshow
C R E D I T S—View credits

STAR WARS: SUPER BOMBAD RACING

Cheat Codes

Enter any of the following codes at the main menu (the one that says "# of Players" and "Game Type"). A message will appear to confirm each code. Some of the codes require you to press the X button at the message screen to activate the code; others will take effect immediately. To disable a code, just enter it again. Note: If you can't get one of the codes to work, press **START** and enter the code again.

□, ○, ○, □—Play as Boba Fett
○, □, ○, □—Race in a Trade Federation AAT
L1, R1, L2, R2—All characters are kaadus
Up, Right, Down, Left, SELECT—All characters are shaaks
L2, L2, L2, L2, ○, **SELECT**—Backward Facing Mode
L1, R2, L1, R2, □, **SELECT**—Infinite Boost Mode
Down, SELECT, Up, SELECT, Left, Right, SELECT—Grrl Power (Queen Amidala gets powered up)
L1, L1, L1, L1, R2, □—Super Speedy Mode (all players become tiny and very fast)
Up, Up, Down, Down, Left, Right, Left—Super Arena Mode (battle on Race tracks in Arena mode)
Up, Left, Down, Right, Left, Up, Down—Super Spinning Mode (racers flip over continuously)
Left, Right, □, ○, **L1, L2**—Slip 'N Slide Mode (racers slide around and are harder to control)
R1, R1, R1, R1, Up, Left—All Death Star Mode (all racers receive Darth Vader's special attack with every Frontal Gadget)
○, ○, ○, ○, **L2, SELECT**—Super Honk Mode (levitate nearby opponents by honking)
L1, R1, SELECT, ○—Space Freighter arena unlocked

Language Select

Enter any of the following codes at the main menu screen to change the in-game text to any of six different languages. The "Jawa" and "Battle Droid" codes will also change all of the characters' voices. As with the cheat codes above, if you can't get a code to register, just press **START** and try it again.

SELECT, SELECT, SELECT, L1—German
SELECT, SELECT, SELECT, L2—Italian
SELECT, SELECT, SELECT, R1—Spanish
SELECT, SELECT, SELECT, R2—French
SELECT, SELECT, SELECT, □—Jawa
SELECT, SELECT, SELECT, Up—Battle Droid
SELECT, SELECT, SELECT, ○—English

SUPER BUST-A-MOVE

Secret Codes

Enter any of the codes below at the title screen. An icon will appear in a corner of the screen after entering each code correctly. The "Another World" code lets you play an alternate set of stages in 1P Puzzle Mode.

Another World—△, **Left, Right**, △
Secret Characters—△, **Right, Left**, △

SWING AWAY GOLF

Secret Codes

Enter either of the following codes at the main menu, you'll hear a special sound effect after entering a code correctly.

Unlock three additional golfers—**L2, R2, L2, R2, Up, Right, Down, Left, L1, R1**
Alternate in-game sound effects—**Left**, □, **Up**, □, **Down**, ○, **Left**, □, **L1, R1**

THEME PARK ROLLER COASTER

Unlock All Items

This code will make all the items in the park available to you, whether you've researched them or not. At any time during gameplay, press **Up, Down, Up, Down, Left, Up, Down, Up, Down, Right**. Repeat this sequence nine times in total.

Everything Free

This code will make every item you buy cost nothing. At any time in the middle of gameplay, press **Left, Down**, X, ○. Repeat this sequence nine times in total.

255 Golden Tickets and All Roller Coaster Awards

This code will effectively give you an unlimited number of Gold Tickets. At any time in the middle of gameplay, press **Up, Down, Left, Right**, ○, **Right, Left, Down, Up**, ○. Repeat this sequence five times in total.

WILD WILD RACING

Unlock Secret Options

From the main menu, select "Options." Next, hold □ and press **Up**, ○, **Down**, ○, **Left, Right, Left, Right**, ○. A new "Secret" menu item will appear at the bottom of the Options menu.

Unlock Top Secret Options

First, enter the "Unlock Secret Options" code above. Next, go back to the main menu and select "Single Player," then input "NORTHEND" at the "Enter Your Name" screen. You'll hear a special message if you entered it correctly. Finally, return to the "Secret" options and another new item will appear called "Top Secret!"

WINBACK: COVERT OPERATIONS

Secret Codes

Enter any of the following codes quickly at the title screen.

Unlock All Characters in Versus Mode—Press **Up, Down, Down, Right, Right, Right, Left, Left, Left, Left**, then hold ○ and press **START**.
Unlock "Trial" option—Press **Up, Down, Down Right, Right, Right, Left, Left, Left, Left**, then hold △ and press **START**.
Unlock "Max Power" option—Press **L1, R2, L2, R2, L2**, △, ○, △, ○, then hold **L1** and press **START**.
Unlock "Sudden Death" option—Press **L2, R2, L2, R2**, ○, △, ○, △. Next, hold **L1** and press **START**.

X SQUAD

Ultimate Code

At the title screen, press ○, ○, ○, ○, △, □, □, □, □. A graphic will appear at the top of the screen to confirm. Next, select "New Game." You'll start with all of the game's weapons and tons of items.

007 RACING

Secret Vehicle

At the title screen, press **L1**, **R1**, △, ○, ✕. You'll hear a laughing sound effect after entering it correctly. Now you can choose the Aston Martin Vantage in Two-Player mode. You must input this sequence very quickly for the game to recognize it.

In-Game Cheat Requirements

Below you can find some requirements on how to unlock the cheats that can be accessed within the "Cheats" menu under the main menu.

"Gimme a Brake" Mission—Knock out all 11 fire hydrants and complete the mission

"Ambush" Mission—Complete the mission with at least 85% health intact

"Survive the Jungle" Mission—Disable all three tanks and complete the mission

"Air Strike" Mission—Don't enter any tents that don't contain power-ups and complete the mission

"Escape" Mission—Complete the mission with 100% score

"Break Out" Mission—Complete the mission with 100% health intact

"River Race" Mission—Collect all Nitro and TSP-6060 items and complete the mission

"Download" Mission—Complete the mission with a perfect score

"Submerged" Mission—Complete the mission with 100% health

3D LEMMINGS

Stage Select

Choose "Codes" from the main menu and enter the password "LAMPWICK". Highlight "End" and press ✕, the message "Password Correct" will appear. Now choose a difficulty level and select "Play", a stage-select menu will appear that allows you to start at any point in the game.

3XTREME

Cheat Codes

At the main menu, highlight "memory card" and press **Right** or **Left** to access the "codes" option. Now you can enter any of the following codes to access special features

t r i x x y—Unlock all courses in Freestyle mode

v o u y e u r—Unlock all courses in Exhibition mode

a s t r o m e n—Unlock three alien characters

w h i t e l i n e—Unlock white car

r e d l i n e—Unlock red car

b l u e l i n e—Unlock blue car

l u g n u t—Unlock Lug Nut (like Frankenstein)

d o m i n i q u e—Unlock Dominique (like Bride of Frankenstein)

t p—Unlock TP (mummy)

AKUJI THE HEARTLESS

Debug Menu

Pause the game, then hold **L2** or **R2** and press **Left**, **Up**, **Up**, △, **Right**, □, **Left**, △, **Up**, **Down**, **Right**, **Right**. This gives you access to the level select menu

Invincibilty

Pause the game, then hold **L2** or **R2** and press **Right**, **Right**, **Left**, △, ✕, Up, ○, **Left**

Unlimited Voodoo Spells

After earning a Voodoo Spell, pause the game, then hold **L2** or **R2** and press **Left**, △, **Left**, **Left**, ○, **Left**, △, **Right**, ○, **Up**, **Up**, **Down**

ALIEN: RESURRECTION

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. For both codes, the new menu items will appear within the "Options" menu

Unlock "Cheat Menu" menu item—○, **Left**, **Right**, ○, **Up**, **R2**

Unlock "Research" menu item—□, **Up**, **Down**, ○, **Left**, **R1**

ALIEN TRILOGY

Level Skip

Go to the password screen and enter the password "G0LVL" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "G0LVL34".) Highlight "Accept" and press the ✕ button, you'll see the words "Cheats Activated" on the screen. Now quit to the title screen and select "Start Game" to start at the level you chose. If you enter the password "G0LVL35", you'll see the video sequence from the end of the game.

Cheat Mode

Enter "1G0TP1NKBC1DB00TS0N" as your password, highlight "Accept" and press the ✕ button; you'll see the words "Cheats Activated" on the screen. Now quit to the main menu, where you'll find a new option called "Cheats", this allows you to become invincible or start on any stage.

APOCALYPSE

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes

Invincibility—Hold **L1**, press **Down**, **Up**, **Left**, **Left**, △, **Up**, **Right**, **Down**

All Weapons—Hold **L1**, press □, ○, **Up**, **Down**, ✕, □

Infinite Lives—Hold **L1**, press △, ○, ✕, □

Restore Health—Hold **L1**, press ✕, △, ○

Stage Select—Hold **L1**, press △, **Up**, ✕, **Down** (this code adds a stage select option to the "Paused" menu as well as the main menu)

AREA 51

Alien Mode

Shoot the first three humans you see without hitting anything else, you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

ARMY MEN: AIR ATTACK

Passwords

Unlock all Copilots—**Up**, **Down**, **Up**, **Down**, **Up**, **Down**, **Up**, **Down**

Unlock bonus ending cinematic—□, **Down**, ✕, **Down**, **Right**, **Right**, **Up**, **Up**

Mission 2—✕, **Down**, **Left**, **Left**, □, ○, ○, **Right**

Mission 4—**Down**, **Down**, □, □, **Left**, **Right**, ○, ✕

Mission 5—**Right**, **Right**, ✕, ○, **Down**, **Up**, **Down**, **Up**

Mission 7—□, ○, ✕, □, △, **Left**, **Up**, **Right**

Mission 8—**Right**, **Down**, **Left**, **Up**, △, **Down**, **Up**, **Down**

Mission 9—○, ○, **Right**, **Up**, **Right**, **Up**, ✕, ✕

Mission 10—✕, **Down**, **Down**, **Down**, **Down**, ✕, **Left**, **Right**

Mission 11—△, **Up**, ○, **Down**, □, **Left**, ✕, **Right**

Mission 12—**Up**, **Up**, △, △, **Left**, **Left**, ○, ○

Mission 14 (2-player)—**Left**, **Down**, **Left**, **Down**, □, ○, □, ○

Mission 15—□, **Right**, **Left**, ○, ○, **Up**, **Down**, □

Mission 16—**Down**, **Up**, **Down**, **Up**, △, ○, △, ○

ARMY MEN: AIR ATTACK 2

Mission Select

At the main menu, select "Continue Game" then "Password." Next, enter △, ✕, **Down**, **Left**, **Right**, ✕, ○, □ as your password. You'll now be able to select from any of the 22 missions in the game.

ARMY MEN: SARGE'S HEROES

Unlock All Levels

At the main menu, hold **L1** + **R1** + □ and press **Up**, **Down**, **Left**, **Right**. After entering the code correctly, you'll hear a special sound effect.

All Weapons & Infinite Ammo

At any time during gameplay, press **START** to pause, then press □, ○, **R1**, **L1**. You must press this button combination quickly, otherwise it won't work. After entering the code correctly, the words "Power Up!" will zoom out from the center of the screen.

ARMY MEN: SARGE'S HEROES 2

Invincibility

At any point during gameplay, press **START** to pause the game, then press □, ○, **L1**, **R1**. Next, press **START** to unpause. If you entered the code correctly, the words "Invincible!" will appear on the screen.

All Weapons & Lots of Ammo

At any point during gameplay, press **START** to pause the game, then press □, ○, **R1**, **L1**. Next, press **START** to unpause. If you entered the code correctly, the words "Power Up!" will appear on the screen.

BALDUR'S GATE: DARK ALLIANCE

Special Passwords

Choose "Load/Save" from the Options menu, then select "Enter Passcode" and input one of the following passwords

▪ Shrink the Rotofoil

✕○✕✕○✕

✕✕✕✕✕

✕✕△△△✕

□✕✕✕✕□

✕□□□□✕

• Upside-down playfield

✕□□□□✕

□✕✕✕✕□

✕✕△△✕✕

✕✕✕✕✕

✕○✕✕○✕

• Must score in your own goal to win

✕✕✕✕□✕

○✕✕○✕□

✕△✕✕✕□

✕✕△✕✕□

✕✕✕✕□✕

▪ Play as the Master Blazer, Xarta

✕○○○✕□

○✕△✕○□

○△✕△○□

○✕△✕○□

✕○○○✕□

• Play "Classic *Ballblazer*"

□□✕✕✕✕

□□□□✕✕

□□□□□□

✕✕□□✕✕

□□□□□□

BATTLE ARENA TOSHINDEN

Play as Gaia

Turn the game on and wait for the title screen to appear. While the words "1P GAME," "VS HUMAN," "VS COMPUTER" and "OPTIONS" are flying in from both sides of the screen, quickly press ↓ ↙ ← + □ before all of the text appears. You'll hear "Fight!" and the small text on the title screen will change from blue to pink. (If you don't get it to register the first time, you must wait for the demo to begin or start a game and cancel to return to the title screen, the code won't work if you're returning to the title screen from the Options menu.) At the fighter select screen, highlight Eiji, hold Up on the D-pad and press any action button.

Play as Sho

First enter the Gaia code. Next, wait for the title screen to appear again as described above. This time, while the words are flying into the screen, press → ← → ← + □ on Controller 2, you'll hear "Fight!" again and the text will change from pink to a greenish color. With that code in place, start a game. At the fighter-select screen, highlight Kayin, hold **Down** on the D-pad and press any action button. To choose the alternate-color version of Gaia or Sho, press **SELECT** before you hold the appropriate direction on the D-pad as described while choosing each character.

Easy Desperation Moves

Visit the option menu and configure your controller so that the **L** and **R** buttons are set up to trigger "Special 1", "Special 2", Special 3" and "Special 4"—setting A4 is a good example. Now you can trigger any character's desperation attack simply by pressing all four **L** and **R** buttons at exactly the same time whenever your energy bar is flashing red. Note that you can only choose the "special" control settings when the game's difficulty is set at "Easy" or "Very Easy"... unless you use the "Easy Special Attacks" code listed below.

Easy Super Moves

In addition to the desperation moves, each fighter in *Toshinden* also has up to three "Super" moves which are very difficult to execute, but can be used at any time during a match. Here's a list of the "Super" attacks, all shown as if your character is facing the right

Eiji ↑ ↓ ↑ ↓ → ← → ← + △ + ○

Kayin: → ↘ ↓ ↙ ← ↙ ← → ← + ○ + ✕

Sofia (1) → ↘ ↓ ↘ → ← ↓ + △ + ✕

Sofia (2) ↘ ↓ ↙ ↓ ↘ ← → ↓ + △ + ○

Rungo ↗ ↑ ↖ ← ↙ → ← ↓ + △ + ○

Fo (1) → ↗ ↑ ↖ ← + □ + ○

Fo (2) → ↘ ↓ ↘ → ← ↓ + △ + ✕

Fo (3): ✕ □ △ ○ ← → ← → + △ + ○

Mondo → ↗ ↑ ↖ ← → ↙ ↓ + △ + ○

Duke ↘ ↓ ↙ ↓ ↘ ↓ ← → + □ + ○

Ellis (1) → ↗ ↑ ↖ ← + □ + ○

Ellis (2) ↘ ↓ ↙ ↓ ↘ ← → ↓ + △ + ○

Gaia ↘ ↓ ↙ ↓ ↘ ← → ↓ + △ + ○

Sho ↓ → ↗ ↑ ↖ ← ↓ + △ + ✕

The "Super" moves can be more trouble than they're worth, since they're so difficult to pull off. To make things easier, try this: First, enter both "boss" codes to access Gaia and Sho as described above. With those codes in place, wait for the demo to begin again, then return to the title screen once more and press ↙ + ✕ on Controller 1 while the words are zooming in. You'll hear the word "Fantastic!" and the text will change to white. With this code in place, set the Control Type for all four "Specials" as described in the "Easy Desperation Moves" code above. Now, at any time during the game, you can trigger one of your character's "Super" attacks simply by holding the **SELECT** button and pressing all four **L** and **R** buttons at exactly the same time.

Easy Special Attacks at Any Difficulty Setting

Once you've entered all three title-screen codes as explained above, wait for the demo to start and return to the title screen as before. While the words are zooming into the screen, press → ← → ← + □ on Controller 2, you'll hear "Fantastic!" again and the text will change to yellow. With this code in place, you will be able to choose the "Special" Control Types—A3, A4, etc.—at any difficulty setting, not just "Very Easy" and "Easy".

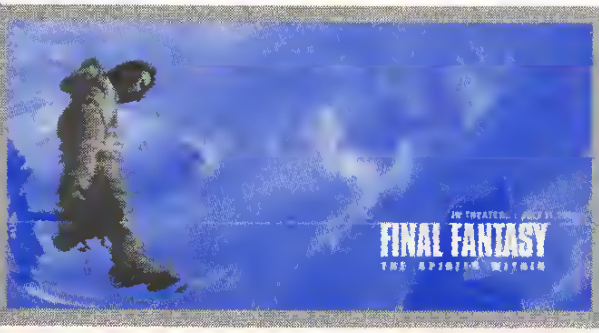
BATTLE ARENA TOSHINDEN 2

Boss Code 1

Turn the game on and wait for the title screen to appear. While the words "1P GAME," "FULL BATTLE" etc. are flying in from the left side of the screen, quickly press **R1**, **L2**, ✕, **L1**, **R2**, ○ before all of the text appears. You'll hear a signal to confirm the code if you're fast enough. At the fighter-select screen, highlight the "?" box, Master and Uranus are now included in the random characters that appear. To choose them more easily, hold the **SELECT** button, this slows down the random-select feature.

Boss Code 2

With Boss Code 1 in place as described above, return to the title screen, while the words "1P GAME," "FULL BATTLE" etc. are flying in from the left side of the screen, quickly press ○, **R2**, **L1**, ✕, **L2**, **R1** before all of the text appears.



During the Electronic Entertainment Expo held in Los Angeles a few weeks ago, I had the privilege of being ushered inside the sleek, high-tech, acoustical paradise of the Squaresoft booth; a portable movie theater composed of cushioned seats (with individual headsets attached) and an audience whose jaws were uniformly hanging agape after a preview of the theatrical motion picture *Final Fantasy: The Spirits Within*. Volatile situations, where soldiers are scrambling to avoid an explosion, and even reflective moments where you see close-ups of an old man's face have no glitches or awkward motions to inform you by sight alone that what you are seeing is not real. The difficulty with trying to rationalize what you know intellectually with what you are perceiving physically is a testament to the sophistication of the computer graphics technology.

Final Fantasy: The Spirits Within is set in 2065, after the Earth has been struck by a meteorite, and the millions of hitchhiking aliens who accompanied it on its interstellar tour are now decimating the pitiful remains of the planet, while the few remaining humans have barricaded

You'll hear a signal to confirm the code If you're fast enough At the fighter-select screen, highlight the "?" box, Vermilion and Sho are now included in the random characters that appear To choose them more easily, hold the **SELECT** button, this slows down the random-select feature

BEAST WARS TRANSFORMERS

Weapon Power-Up

During the game, press **START** to pause When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly **Up, Down, Left, Right, △, X, □, START** Now your character's weapon will be more powerful than the standard weapon

Stage Skip

During the game, press **START** to pause When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly **Up, Down, Left, Right, △, X, X, △, Right, Left, Down, Up, START** The words **"Mission Completed"** should appear on the screen and you'll be able to advance to the next one

BLADE

Unlock Secret Cheats

Enter any of the following codes at the main menu You'll hear a special sound effect upon entering a correct code Then, in the middle of gameplay, press **START** to pause and select "Cheat Menu" from the pause screen From here you'll be able to toggle on and off all the cheats that you've unlocked.

Unlock Infinite Weapons—**Down, Right, Up, Left, L2, L1, R2, R1**

Unlock Infinite Health—**Left, Left, Left, Right, L2, L1, R2, R1**

Unlock All Items—**Right, Left, Up, Down, L2, L2, R2, R2**

BLAST RADIUS

Secret Levels

At the main menu, press **L1, Left, L2, Down, SELECT, Left, Down, R2, R2, R2, SELECT, Up** You will hear a sound if done correctly Enter the game and you will immediately have access to four secret levels Note that this code cannot be used at the same time as any of the following three codes

Programmer Backgrounds

At the main menu press **Down, Up, L1, Right, L1, Up, Right, SELECT, Right, R2, L1, L2** You will hear a sound if done correctly Now you can see the programmers' faces floating in space (if you have not already entered the Secret Levels code, see note above)

Powered Up Ships and Sector 5

At the main menu press **Right, L1, Up, Up, Down, Right, R2, L2, R2, Down, Up, Down** Select any ship, start the game, then quit out of the game Now all ships will be powered up and Sector 5 will be available (if you have not already entered the Secret Levels code, see note above)

Wraith Ship and Sector 8

At the main menu press **Left, Right, L1, Left, Right, L1, R2, R2, L2, Left, Right, Up** This code may not work if you have already entered the Secret Levels code (see note above)

BOGEY DEAD 6

Secret Camera Angle

Choose your fighter at the plane select screen, then, when the "Now Loading..." message appears, press and hold **L1 + L2 + R1 + R2** When the game starts, press **SELECT** to cycle through the different camera angles; you'll find a new "chase plane" view that lets you play without all of those annoying cockpit instruments in your face

Access All Fighters

At the Fighter Select screen, press **Left, Left, Right, Down, Up, Down, Right, SELECT** You'll hear a shout and all of the fighters will become available for you to choose

Access All Missions

At the Mission Select map in Mission mode, just press **Up, Down, Down, Right, Left, Down, Up, △** You'll hear a shout and all of the missions will become available for you to choose

BRAVO AIR RACE

Secret Vehicles

At the main title screen menu, hold **R1 + L2** on Controller 2 and rapidly tap the **SELECT** button (also on Controller 2) 20 times; you'll hear a signal to confirm the code Now you'll find two new planes at the "Airplane Select" screen: an F-16 and a stealth fighter

BUGS BUNNY: LOST IN TIME

Unlock All Stages

At the "Era Selector," point Bugs to an Era that is currently inaccessible Hold **L2 + R1** and press **X, □, R2, L1, O, X, □, □, □** You'll then be able to enter any stage

CART WORLD SERIES

Cheat Codes

At the "Select Driver" menu, choose "Create Driver" and enter one of the following names for different effects

BANZAI—No collisions with other cars

EPILEPTI or SPACERID—Race on *Tron*-style tracks

FAT TIRE—Fat rear tires

NiGHTRID—Drive at night

GEK—In Season mode, each race is only two laps long

WHEELS—All cars have no body or chassis

FLOAT—Reduced tire grip

RADBRAD—Extra tire grip

PUSHBUTT—With this name in place, start the game in analog control mode; when you push in the left analog controller (that is, push it into the controller until you hear a click) you'll see the reverse camera angle of your car; push in the right analog controller to activate the clutch

CENTIPEDE

Unlock All Stages

Choose "Adventure" from the main menu When the stage select screen appears, press **R1, R1, R2, R1,** now you can choose any stage

Extra Lives

Start a game in Adventure mode, then press **START** to pause At the pause screen, press **L1, L1, L2, L1,** you'll hear a signal to confirm Now you can increase the number of lives you have in reserve at any time by pressing **Right** on the D-pad at the "Paused" screen.

CHAMPIONSHIP BASS

Passwords

Level 8—Q S P % n ● j h f n W v

Level 9—Q S P % n ● j h f k m s

Level 10—C E d W 1 z x v t S H k

CHAMPIONSHIP MOTOCROSS FEATURING RICKY CARMICHAEL

Secret Codes

From the main menu, select "Championship," then press X twice to reach the "Name Entry" screen Enter any of the passwords below at this screen Note the spaces between words

ALL EVENTS—Unlock all classes

DIRT TRACKS—Unlock all tracks in Single Race mode

GROSSE TETE—Big head

LIVE ACTION—Unlock Fox Movie in "Extras" screen

COLIN MCRAE RALLY 2.0

Secret Codes

Choose any game mode at the main menu, then select "Create New Driver Profile" at the Driver Select screen Next, input any three letters at the Tag Entry screen Finally, at the Name Entry screen that follows, enter any of the following codes After entering a correct code, you'll return to the Driver Select screen automatically

hellocleveland—Unlock all tracks

onecarefulowner—Unlock all cars

hello razu and flea—Main menu displays the outline of a cat

More Codes

The following codes are entered in the same way as the previous ones; however, after entering at least one of them, a new "Cheats" menu will appear under the "Options" menu where you can toggle each effect on or off

greatballsof—Fireball

moonlander—Reduced gravity

rorrimskcart—Mirror tracks

neuralnightmare—Aggressive cars

rubbertrees—Bouncy collisions

rocketfuel—Turbo boost

easyroller—Monster truck

prunejuice—Faster cars

COLONY WARS III: RED SUN

Secret Passwords

From the main menu, select "Logon " At the Logon menu, press **R2, R2, L2, L2, R1, R1, SELECT, SELECT** After entering the code correctly, a new item called "Cheat" will appear in this menu Within this screen you can enter any of the following passwords. After entering a correct password you must select "Accept Password " Also, note the uppercase characters and spaces in some of the passwords

Enable "Complete Mission" and "Fail Mission" items in pause menu—Quickie

Enable "Hub Selection" item in the Logon menu—Move House

Weapons never overheat—ROCKWROK

Invincibility—Awrate

Infinite ammo for secondary weapons—Sly n Devious

Infinite afterburner—Jalferezi

All parts available for purchase—Armoury

All ships available for purchase—Greyam Beard

All parts and ships cost 0 CR—Break and Enter

Own all parts—Big Daddy

COMMAND & CONQUER: RED ALERT RETALIATION

Cheat Codes

Each of the following cheat codes can be entered as follows Access the sidebar menu, then highlight the symbols in the order shown and press the Cancel button (O in the default control configuration) at each one For example, to enter the "Parabombs" code, press △ to access the sidebar, then highlight the □ symbol, press the O button, highlight the X symbol, press the O button, highlight the O symbol, etc.

- invulnerability—□, X, O, X, △, △
- 1,000 Credits—X, X, □, O, O, O
- Atom Bomb—O, X, O, O, X, □
- Chronoshift—□, O, △, X, O, O
- Parabomb—X, X, X, O, △, □
- Reveal Entire Map—△, △, X, O, △, □
- Win Current Level—O, O, △, X, X, □
- Lose Current Level—O, X, O, □, □, X
- "Soylent Green mode" (harvest people instead of ore)—□, X, □, X, □, X
- Replace generic "civilians" with real names—□, □, O, O, △, △

CONTRA: LEGACY OF WAR

Cheat Codes

Each of the following codes works at the main menu with the title screen in the background

Infinite Continues—**L2, R2, L1, R1, Left, Right, Right, Left** (Your continues will still count down, but when you get past zero they'll go into negative numbers)

Access All Weapons—**L2, R2, L1, R1, Up, Down, Down, Up** (During the game, hold the Up Down button and press the Weapon Select button to change weapons)

Stage Select—**L2, R1, L1, R2, Left, Right, O, □, R2, L2**

Sound Test—**R2, R1, L1, L2, Up, Right, Down, Left** (Press **Up** or **Down** to change the sound number and press **START** to hear it)

Movie Test—**L2, L1, R1, R2, Up, Left, Down, Right** (Press Up or **Down** to change the movie and press **START** to watch it)

Hidden "Gyruss" Game—**L2, L1, Left, Right, R1, R2**

Hidden "Pac-Tank" Game—**R2, R1, Right, Left, L1, L2**

CRASH BANDICOOT

Password

Enter the following special password to gain access to any stage with all gems and keys collected

△ △ △ △ X □ △ △

△ △ □ X △ O △ △

△ O □ △ X X X X

CRASH BANDICOOT 2 CORTEX STRIKES BACK

10 Extra Lives

See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives

Secret Levels

To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage Do a long jump to go back across the chasm and return to the cub to warp to the first secret level

To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spikey creatures. While Crash is hanging, use the O or **R1** button to lift his legs up and allow the spiked guys to pass below him, take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second secret level

Bring Back Bosses

If you've already defeated a boss but you want to fight him again just for fun, hold the △ button when using the platform to move between the different floors of the warp room

CRASH BANDICOOT: WARPED

Secret Stages

In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow If you smash into this sign, you'll warp to Level 31: Hot Coco

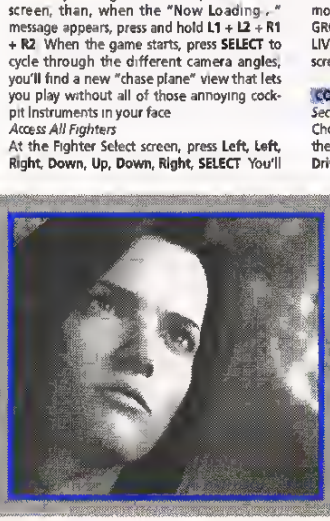
In Level 11: Dino Might, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you You'll encounter a series of pterodactyl creatures who fly up into the air as you pass If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32: Eggipus Rex

CRASH TEAM RACING

Secret Codes

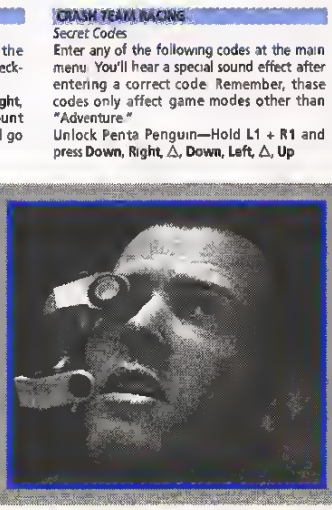
Enter any of the following codes at the main menu You'll hear a special sound effect after entering a correct code Remember, these codes only affect game modes other than "Adventure."

Unlock Penta Penguin—Hold **L1 + R1** and press **Down, Right, △, Down, Left, △, Up**



them lives as a temporary respite. Dr. Aki Ross (voiced by Ming-Na Wen) fights alongside her mentor Dr. Sid (voiced by Donald Sutherland) and Captain Gray Edwards (voiced by Alec Baldwin) to fight the alien invaders and General Hein (voiced by James Woods), who wants to destroy the aliens at the expense of the planet, while also struggling with internal turmoil as she combats the dreams and the alien infection that wrack her mind and body. Even though this is Squaresoft's first movie, it's not like the company doesn't have years of experience with creating epic storylines, accompanied by astonishing graphics. At each level of its evolution, the *Final Fantasy* series has always stood at the apex of graphical achievement for the times they were released, and this latest cinematic tour-de-force—even though it's a movie instead of a game—continues that trend of excellence. *Final Fantasy: The Spirits Within* just opened in theatres nationwide on July 11, 2001.

—Charlotte Chen



Unlock Rippar Roo—Hold L1 + R1 and press Right, O, O, Down, Up, Down, Right
Unlock Dr. N. Tropy—Hold L1 + R1 and press Down, Left, Right, Up, Down, Right, Right
Unlock Papu Papu—Hold L1 + R1 and press Left, △, Right, Down, Right, ○, Left, Left, Down
Unlock Komodo Joe—Hold L1 + R1 and press Down, ○, Left, Left, △, Right, Down
Unlock Pinstripe—Hold L1 + R1 and press Left, Right, △, Down, Right, Down
Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—Hold L1 + R1 and press Right, Right, Left, △, Right, Down, Down
Super Turbo Pads—Hold L1 + R1 and press △, Right, Right, ○, Left
Infinite Bombs—Hold L1 + R1 and press △, Right, Down, Right, Up, △, Left
Infinite Wumpa Fruit—Hold L1 + R1 and press Down, Right, Right, Down, Down
Infinite Masks—Hold L1 + R1 and press Left, △, Right, Left, ○, Right, Down, Down
Invisibility—Hold L1 + R1 and press Up, Up, Down, Right, Right, Up
Unlock Scrapbook—Hold L1 + R1 and press Up, Up, Down, Right, Right, Left, Right, △, Right

DAVE MIRRA FREESTYLE BMX

Unlock Slim Jim
At the main menu, select "PROQUEST." Next, at the "Select Rider" screen, press Down, Down, Left, Right, Up, Up, ○. You'll hear a special sound effect after entering the code correctly. Slim Jim will appear between Joey Garcia and Dave Mirra.
Unlock All Bikes
At the main menu, select "PROQUEST," then select any rider at the following screen. Next, when the bike selection screen appears, press Up, Left, Up, Down, Up, Right, Left, Right, ○. You'll hear a special sound effect after entering the code correctly.
Unlock All Styles and all Levels
At the main menu, select "PROQUEST," then select any rider and then any bike at the following screens. Next, when the style selection screen appears, press Left, Up, Right, Down, Left, Down, Right, Up, Left, ○. In order to unlock all levels, you must input this same code when the level selection screen appears. In both cases, you'll hear a special sound effect after entering the code correctly.

DEATHTRAP DUNGEON

Stage Select
At the main menu, press L1, R1, △, △, □, ○, R1, L1, you'll hear a signal to confirm the code. Now access the "Load Game" menu, you'll find a list of the game's stages. Choose any stage to warp directly to it—albeit without any items.

DEMOLITION RACER

Cheat Code
At the main menu, press X, X, □, □, △, △, ○, ○. While entering this code you'll move in and out of the "Enter Your Name" screen. You'll hear an engine sound effect to confirm the code. Now all of the cars, tracks and game modes will be unlocked.

DIE HARD TRILOGY 2: VIVA LAS VEGAS

3rd Person Mode Cheats
At any time during gameplay in one of the "third person" levels, press START to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code and the effect will take place immediately. You may enter any code a second time to disable it.
Skeleton mode—○, □, △, △, □, ○
Pop top mode—□, □, ○, ○, R1, R1
Big head mode—R1, R1, L1, L1, △, △
Electric mode—□, □, L1, L1, R1, R1
Invincibility—△, △, ○, ○, L1, L2
All weapons—L1, L1, R1, R1, ○, ○
Infinite ammo—□, □, ○, ○, L1, L1
Disable laser sight—L1, L1, △, △, L1, L1
Slow rockets—L1, R1, R1, L1, △, □
First Person View—○, ○, △, △, □
Gun Mode Cheats
At any time during gameplay in a Gun level, press START to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.
Invincibility—△, △, ○, ○, L1, L2
All weapons—L1, L1, R1, R1, ○, ○
Infinite ammo—□, □, ○, ○, L1, L1
Auto reload—□, □, △, △, ○, ○
Slow motion—△, L1, △, L1, △, L1
Slow rockets—L1, R1, R1, L1, △, □
Driving Mode Cheats
At any time during gameplay in a Driving level, press START to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.
Invincibility—△, △, ○, ○, L1, L2
Infinite Nitro—L1, L1, R1, R1, ○, ○
Infinite time—L1, R1, □, □, R1, L1
Rain mode—□, □, L1, L1, △, ○
Invisible car body—L1, R1, R1, L1, L1, R1
Debug Menu
At the main menu, press L1, L1, ○, ○, □, □. The Debug Menu will appear on the screen. Use it to select any level or watch any movie in the game.

DRIVER

Cheat Codes
Enter these codes at the title screen. You'll hear a sound effect as you successfully enter each code. Once entered, the cheats can be accessed via the Cheat menu from the title screen.
• Credits (Watch the ending credits)—L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1
• Invincibility—L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1
• Immunity (Police never chase you)—L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2
• Rear Wheel (Car has rear wheel drive)—R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1
• Minis (Cars appear much smaller)—R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2
• Stilts (Extremely long suspension)—R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1
• Antipodean (Screen appears upside-down)—R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1

DUKE NUKEM: TIME TO KILL

Cheat Codes
Press START during the game to pause, then enter any of the following codes at the pause screen.
Invincibility—L2, R1, L1, R2, Up, Down, Up, Down, SELECT, SELECT
Invisibility—L1, R1, L1, R1, L1, R1, L1, R1, L1, R1
Double Damage—L2, R2, L2, R2, L2, R2, L2, R2, L2, R2
Enable Level Select at main menu—Down, Down, Down, Down, Down, Down, Down, Down, Up
All Weapons—L1, L2, Up, L1, L2, Down, R1, Right, R2, Left
Unlimited Ammo—Left, Right, Left, Right, SELECT, Left, Right, Left, Right, SELECT
All Inventory—R1, R1, R1, R1, R1, L2, L2, L2, L2, L2
All Keys—Up, Right, Up, Left, Down, Up, Right, Left, Right, Down

EAGLE ONE HARRIER ATTACK

Secret Codes
From the main menu, select "Options," then enter any of the following codes. You'll hear a special sound affect after entering a correct code.
Unlock all missions—R1, L1, R2, L2, START
Infinite ammo—R1, L1, R2, L2, R1
God mode—R1, L1, R2, L2, L1

FEAR EFFECT

Cheat Codes
From the main menu, select "Options," then select "Cradits." Enter any of the codes below while the credits are rolling. You'll hear a special sound effect and the screen will flash red after entering a correct code.
One-Hit Kills—L1, △, Up, Down, ○, ○, △, □, Down, R1
Expert Mode—Down, Down, Down, △, Down, Down, Down, □, Left, Right
Instant Puzzle Solutions—L1, △, Up, Down, ○, ○, Down, Down, Down, Up
Infinite Health—L1, △, Up, Down, ○, ○, △, □, Right, □
Max Ammo—L1, △, Up, Down, ○, ○, △, □, Left, △

FELONY 11-79

Access All Cars & Tracks
At the main menu—the one that says "Start/Time Trial/Setting" etc., enter the following code *quickly* on Controller 2. Tap L2 + R1 + R2, then tap R2, then L2, then R1 + △; you'll hear an explosion sound to confirm the code. Now start the game, you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available.

FORMULA 1 98

Hidden Tracks
Choose "Options" from the "Select Driver/Team" menu, then choose "Edit Driver Name" and enter the following driver names to open hidden tracks:
Cheesy Poofs—Unlock Stunt track
Go Cows—Unlock Roman Forum track

FROGGER

Stage Select
During gameplay, press START to pause, then press Right, □, △, □, △, R1, L1, R1, L1, ○. When you return to the "Select Level" screen, all of the stages will be unlocked.
Infinite Lives
During gameplay, press START to pause, then press Right, □, △, □, △, X.

GRAND THEFT AUTO

Cheat Codes
Press □ at the character-select screen to change a character's name to one of the following cheat names, when the game starts, you'll get the following effects:
• Enter the name "WEYHEY" to start with 9,999,990 points.
• Enter "BLOWME" to have your character's map coordinates displayed on the screen while you play.
• Enter "EATTHIS" to max out your "Wanted" level.
• Enter "THESHIT" to unlock all missions and start with 99 lives, all weapons, infinite ammo and all items.

GRAND THEFT AUTO: LONDON 1969

Secret Codes
Start a new game. At the character-select screen, press □ to change your character's name to any of the following words. The effects of these codes are cumulative, so you can enter one code, then exit the game and enter another to combine effects.
GRASS—No police
OLDBILL—Maximum filthometer
SIDEBURN—Bonus multiplier starts at x5
BIGBEN—Start with 9,999,990 points
MCVICAR—Start with 99 lives
RAZZLE—Stage select
HAROLDHAND—Activates all of the above, plus all weapons with infinite ammo and all items

GRAND THEFT AUTO 2

Secret Codes
From the main menu, select "Play," then press X again to change your name to any of the codes below. You'll get no special confirmation after entering a correct code.
BIGSCORE—Start with $1,000,000
NAVARONE—Start with all weapons and 99 ammo
HIGHFIVE—Start with x5 Multiplier
LOSEFEDS—No Police
WUGGLES—Display Coordinates
ITSALLUP—Area Select
LIVELONG—Start with unlimited health
DESIRES—Start with maximum Wanted Level

GRIND SESSION

Unlock All Tricks
At any time during gameplay, press START to pause, then press Down, Left, Up, Right, Down, Left, Up, Right. If you input the code correctly you'll see the words "All Tricks Enabled" appear on the screen.

GUNSHIP

Invincibility
Listen to the mission briefing and begin the game. At the Loading screen, when you see the graphic of the helicopter, press L1 + L2 + R2 + R2 buttons simultaneously and hold them down until the Loading screen is gone. As soon as the Mission Screen appears, you will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash into mountains.

HERCULES ACTION GAME

Passwords
The Hero's Gauntlet—Hydra, Medusa, Shield, Meduse
The Centaur's Forest—Centaur, Hercules head, Minotaur, Archer
The Big Olive—Centaur, Shield, Hydra, Hercules head
The Hydra Canyon—Shield, Helmet, Shield, Soldier
Medusa's Lair—Archer, Pegasus, Archer, Centaur
Cyclops Attack—Helmet, Pegasus, Hercules head, Archer
Titan Flight—Soldier, Shield, Shield, Lightning
Passageways of Eternal Torment—Medusa, Soldier, Centaur, Pegasus
Vortex of Souls—Soldier, Lightning, Soldier, Centaur
Watch All Full-Motion Video Scenes
Access the password entry screen and enter Pegasus, Soldier, Centaur, Soldier as your password. When you press X, Meg will congratulate you and you'll get to watch all of the game's full-motion video sequences in order. During the video playback, press X to skip to the next clip or press START to exit.

HOT SHOTS GOLF 2

Unlock Everything
From the main menu, select "New Game." Then, at the following screen, enter "2GSH" as your name. You'll find all of the courses and characters unlocked!

HOT WHEELS TURBO RACING

Secret Codes
Each of the following codes can be entered at the main menu to get the corresponding effect before each race, you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any time.
Unlimited Turbos—R2, L1, □, △, R1, L2, L1, R2
Small cars—□, R2, L2, △, △, L2, R2, □
Large tires—□, △, □, △, R1, R1, L2, L2
No graphic textures on cars—L1, R1, L2, R2, L1, R1, L2, R2
Alternate sound effects + announcer—R2, R1, L2, R2, □, △, L1, R1
Passwords
Highlight "Sign In" at the main menu and press Left or Right twice to access the Password option. Enter any of the following passwords to unlock different features:
PWDTST—Unlock all secret courses and secret vehicles except "Tow Jam"
TWJM—Unlock "Tow Jam" vehicle

INCREDIBLE CRISIS

Two-Player Fun
At any point during gameplay, pressing various buttons on Controller 2 will affect the game in the following ways:
Hold Right or Left—Skinny player
Hold Up or Down—Big head player
Press X—Whistle sound effect
Press □—"Boo" sound effect
Press △—Bicycle horn sound effect
Press ○—Drum hit sound effect

INVASION FROM BEYOND

Level Select
Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo).
L1, R1, L2, R2, △, X, ○, □, □, ○, X, △
All Ships & Weapons
Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo).
L1, R1, L2, R2, Up, Down, Right, Left, Left, Right, Down, Up

JACKIE CHAN STUNTMASTER

Unlock All Levels
At the main title screen—while the words "PRESS START button" are flashing—press L2, □, △, ○, X, R2, R2, you'll hear a gong to confirm the code. Now all of the stages are unlocked except the Shaolin Temple.
All Dragons Collected
At the main title screen—while the words "PRESS START button" are flashing—press L1, R2, L2, R2, □, X, X, you'll hear a gong to confirm the code. Now all of the levels—including the secret Shaolin Temple—are unlocked and Jackie appears in his *Drunken Master* costume.
Secret Video
At the main title screen—while the words "PRESS START button" are flashing—press Left, Right, R1, ○, □, △, △, the words "Bonus Movie PRESS X" will appear. Press X to watch the behind-the-scenes movie that you ordinarily don't get to see unless you beat the Shaolin Temple stage.

JET MOTO

Cheat Codes
Go to the Options screen and set the Difficulty to "Professional" and the Laps Per Race to "6". Press START. At the title screen, press ○, ○, ○, □, △, △, □, △. You will hear a sound and a word balloon which says "Codes Enabled" will appear. You can now enter the following codes at the title screen for different effects:
2 Player vs CPU—○, □, R2, ○, △, L2, Right, Up
Double Stunt Points—Right, Up, ○, L2, △, ○, R1, R2

Unlimited Turbos—△, ○, **Right, R2, Up,** □, Up, △
Rocket Racer—△, **Up, Up, L2, L2, Up, Up, Up**
Multiple Camera Angles—△, **Down,** □, △, **L1, L1, R1, R1**
No Resistance—□, **L1,** △, **Right, L1, Down, R2,** △
Super Ability—**Down,** ○, **Left, L1, Left, Right, Left, Right**
Air Brakes—**R1, R2, Right, L2, Up,** ○, **Up,** ○
Ice Racing—**Up, R2, R1, Right, L1,** □, **Right, Right**
Access All Tracks
At the "Options" menu, set the Difficulty to "Amateur" and set the Trophy Presenter option to "Male". Now press **START**, when the yellow highlight appears on the menu at the bottom of the title screen, press **Up, Right, Down, Left, Up, Right, Down, Left**. Next, choose "Dptions" again and set the Difficulty to "Professional" and the Trophy Presenter to "Rider's Choice." Press **START** again, when the main menu reappears, press **Up, Left, Down, Right, Up, Left, Down, Right**. You'll hear a signal to confirm the code. You now have access to all of the tracks in all game modes; there's also a fourth difficulty setting called "Master" et the Dptions menu.

JET MOTO 2

Access All Tracks
Note: The following cheats require you to adjust settings at the Options menu. When you do so, always remember to exit the Dptions screen by pressing the **START** button or by highlighting **"EXIT"** and pressing the X button; if you exit the options screen by pressing the △ button, your changes will not be retained and the codes won't work.
To access all of the tracks—including the alternate tracks—follow these steps:
1) At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "5".
2) Choose "1 Player" at the main menu; highlight Li'l Dave, press X, then press △ until you get back to the main menu.
3) At the main menu, quickly press **Up, Down, Left, Right, R2, R1, L2, L1,** you won't get any confirmation of this code.
4) Return to the Options menu and set the Laps Per Race to "3".
5) Choose "1 Player" at the main menu; highlight Wild Ride, press X, then press △ until you get back to the main menu.
6) At the main menu, quickly press **Up, Left, Down, Right,** □, **R2,** ○, **L2,** you will hear a signal to confirm this code.
7) At the Options menu, set the Difficulty to "Amateur" and the Turbo to "Off".
8) Choose **"1 Player"** at the main menu, highlight Bomber, press X, then press △ until you get back to the main menu.
9) At the main menu, quickly press **Up, Down, Left, Right, Up, Down, Left, Right,** you won't get any confirmation of this code.
10) At the Options menu, set the Difficulty to "Professional" and the Turbo to "On".
11) At the main menu, quickly press **R2, R1, L1, L2, R2, R1, L1, L2,** you'll hear a signal to confirm. Now you can access all of the tracks.
Secret Character/Extra Difficulty Setting
At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "6". Then, at the main menu, quickly press **Left,** □, **Down,** △, **Right,** ○, **L1, R1,** you will hear a signal to confirm this code. Now **Enigma** is available at the character-select screen, there's also a new difficulty setting at the options menu called **"Insane."**

JUDGE DREDD

Secret Codes
To enter the following codes, you must first play the game until you earn e score thet's good enough to make the high score table. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game:
IPEMON?—Deformed cherecters
?LOVESEXY?—See the ending
IBEDSTRAWI—10 credits
IEIKKIN—Invincibility

KAGERO: DECEPTION II

Sound Test
When the words "Press Start" appear at the title screen, press **R1** four times, then **R2** six times. Now you can find a new option called "Sound Test" at the main menu.

KNOCKOUT KINGS 2001

Secret Codes
Select the Career mode and enter any of the following cheat codes as your boxer's name to unlock secret charecters or enable cheats:
KNUCKS—Unlock Ashy Knucks
SANDERS—Unlock Barry Sanders
GIAMBI—Unlock Jason Giambi
SEAU—Unlock Junior Seau
NDLAN—Unlock Owen Nolan
FRANCIS—Unlock Steve Francis
BABY—Unlock Baby
BULLDDG—Unlock Bulldog
CLDWN—Unlock Clown
EYE—Unlock Cyclops
GORE—Unlock Gorilla
100%—Max out boxer stats
THRDB—Throbbing boxer
INVINCIBLE—Invincible boxer
DOUBLEDAMAGE—Double damage against opponents
BAW—Black and white mode
SEPIA—Sepia Tone mode
NALU—Picture of a baby appears in the corner of the screen during match
RESETPASS—Disables all cheats

LOONEY TUNES RACING

Unlock Characters & Courses
Enter any of the following codes at the main menu to unlock the corresponding character or course. You'll hear e special sound effect after entering e correct code:
Foghorn Leghorn—**Right, Right, L2,** □, □, **SELECT**
Pepe Le Pew—**Left, Right, R1,** ○, □, **SELECT**
Yosemite Sam—**Left, Right, R2,** □, ○, **SELECT**
Sylvester—**Left, Left, L1,** △, **L1, R1, SELECT**
Rocky—△, **Left, R2,** ○, ○, **SELECT**
Granny—○, △, △, **L1, R1, SELECT**
Gossamer—△, ○, **R2, R1,** □, **SELECT**
Duck Dodgers—**L1,** □, □, △, ○, **SELECT**
Evil Scientist—□, ○, **L2, R2,** △, **SELECT**
Smokey The Genie—□, **L1, R1,** △, ○, **SELECT**
Hector—△, **L2, L1,** △, □, **SELECT**
Planet Y—**Right, Left,** △, **L2, L1, SELECT**
Wackyland—**L1,** ○, □, **R2,** △, **SELECT**

THE LOST WORLD: JURASSIC PARK

Cheat Passwords (All DNA, 99 Lives)
Compy—XXO△□X□XO□△□
Human Hunter—□□△○X□□□□X○△
Raptor—XXO△□X□X□□△○
T-Rex—XXO△□□□X△□△□
Human Prey—□□△○XX□□△X○△
Gallery Passwords
Compy—□□△○X○△○△ △XX
Hunter—X X○△□△△△X○□○
Raptor—□□△○X○△○X△X△
T-Rex—△△□X○□○XX□△□
Prey—△△□X○□△X□□○○
Stage Select
Access the password screen and enter the following password: □, X, ○, △, △, X, □, ○, △, ○, X, □. You'll hear a baep as if you've entered an incorrect password and you'll ba sent back to the main menu. Choose "Password" again and enter the same password' once again, you'll think you've made a misteke. Return to the password screen and enter the password a third time, you'll access a top-secret stege select menu that allows you to start et eny sub-stage or see any of the game's video scenes. Look for en invisible option at the bottom of the "Movies" menu.

LUNAR: SILVER STAR STORY COMPLETE

Hidden Game
Put the "Making of *Lunar*" CD in your PlayStation end turn it on. As soon as the video begins to play, press **Up, Down, Left, Right,** △, **START**. You'll access e secret minigame—similar to Atari's *Warlords*—for up to eight players.
View All FMV Scenes
After entering the "Hidden Game" code above, open the PlayStation and replace the "Making of *Lunar*" CD with either of the two geme discs. Now select "Exit" from the minigeme menu; you'll see all of the FMV scenes on the disc you've loaded.

MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters
At the character-select screen, follow the instructions below to select elternate versions of certain characters.
• Armored Spider-Man—Highlight Spider-Man, hold **SELECT** and press any action button.
• U.S. Agent—Highlight M. Bison, hold **SELECT** and press eny action button.
• Shadow—Highlight Dhalsim, hold **SELECT** and press any action button.
• Mephisto—Highlight Omega Red, hold **SELECT** end press any action button.
• Mecha Zangief—Highlight Bleckheert, hold **SELECT** and press any action button.
• Dark Sakura—Highlight the Hulk, hold **SELECT** and press any action button.
• Gray Hulk—Select Derk Sakura as described above, then choose the Hulk as her partner.
EX Dption Menu
From the main menu, select "Dption." Next, press **R1,** ○, **Left,** △, △ very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay.

MARVEL VS. CAPCOM

EX Options
At the main menu, move the cursor to "Option," then hold down **SELECT** and press **START**. The hidden EX Dption menu will appear.

MAT HOFFMAN'S PRO BMX

Secret Codes
At eny time during gameplay, press **START** to pause the game, then enter eny of the codes below. After entering each code correctly, the pause menu will shake. The effects will take place immediately after you select "Continue" to return to the game.
Perfect balance—Hold **L1** end press □, **Left, Up, Right.**
Display balance meter during grinds—Hold **L1** and press **Left,** ○, □, △, □, ○, X
Infinite Special—Hold **L1** and press **Left, Down,** △, ○, **Up, Left,** △, □
Big wheels—Hold **L1** and press **Down,** ○, ○, **Down**
Add eight minutes to your remaining time—Hold **L1** and press □, Up, ○, X
Point values x10—Hold **L1** and press □, ○, ○, **Up, Down, Down**
Point values divided by **10**—Hold **L1** and press **Down, Down, Up,** ○, ○, □
Secret Character: Granny
Start a game in Career Mode and press **START** to peuse, then select the "Retry" option from the pause menu. Continue to pause and restart, after you do this 10 times, a message will appeer and Granny will become e playable character.

MEDAL OF HONOR: UNDERGROUND

Secret Passwords
At the main menu, select "Options," then select "Passwords." At the following screen, enter any of the passwords below to obtain the corresponding result:
DWIECRANS—Staff screens
MOHUEQUIPE—More staff screens
MOHDESSINS—Cartoon gallery
RICOCHET—Rouncing Bullets
LATIREUSE—Podoski Mode
BALLESVITE—4x Firing Rate
PUISSANCE—Invulnerability Mode
AUTODINGUO—Wacky Taxi Mode
Unlock Everything
First, enter **ENTREZVOUS** as a password. Now you may enter eny of the following passwords:
PORTECLEFS—Unlock everything except Panzerknacker Unleashed!
LEMONSTRE—Unlock Panzerknacker Unleashed

MEDIEVIL II

Cheat Mode
At eny time during gameplay, press **START** to pause, then hold **L2** and press △, ○, △, ○, ○, △, **Left,** ○, **Up, Down, Right,** ○, **Left, Left,** △, **Right,** ○, **Left, Left.** If you entered the code correctly, e new item called "Cheats" will appeer in the pause menu.

MEGA MAN X4

Alternate MegaMan X
At the character-select screen, enter the following code carefully. Highlight MegaMan X, press the ○ button twice, press **Left** six times, then hold **L1 + R2** and press **START**. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scettered throughout the levels.
Play as Black Zero
At the character-select screen, enter the following code carefully. Highlight Zero, hold the **R1** button, press **Right** six times, release **R1,** hold ○ and press **START**. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code hes no effect on the gameplay.

MEGA MAN X5

Start With Ultimate Armor
At the main menu, select "Game Start." At the player select screen, move the cursor to Mega Man X, then press Up twice, then **Down** nine times. To play as Zero, move the cursor to him and instead press **Down** twice, then **Up** nine times. You'll hear a special sound effect after entering either code correctly. When you begin the game, the pleyer you chose will be wearing the Ultimate Armor.

MICRO MACHINES V3

Cheat Codes
Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again.
Low camera engle—**Left, Right,** □, ○, **Left, Right,** □, ○
Slow down computer cars—○, △, □, X, ○, △, □, X
Super speed—X, ○, □, △, X, X, X, X
Super jumping ability—**Right, Right, Down, Up, Down, Left, Down, Down**
Change vehicles—**Down, Down, Up, Up, Right, Right, Left, Left** (This code changes ell the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)
Debug mode—**Up, Down, Down,** □, ○, ○, △, X. With the Debug code in place, the following options become available:
• Press □ + ○ + △ + X to make all of the vehicles on the treck explode.
• Hold **SELECT** and move the D-pad to tilt or rotate the camera angle.
• Hold **SELECT** and press **L2** or **R2** to zoom in or out.
• Hold **SELECT** and press □ to have the computer control your car.
• Hold **SELECT** end press X to end the race with you in first piece!
"Name" Cheats
When the "Enter New Name" option appears after you select e new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.
• Enter the name **"GIMMEALL"** to be able to access all trecks in multiplayer mode.
• Enter the name **"CATLIVES"** to start with nine lives instead of three. Enter the name **"3LIVES"** to cancel this code.
• Enter the name **"TANKS4ME"** and you'll always play with tenks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name **"NOTANKS"** to cancel this code.
• Enter the name **"WINTERY"** to make snow fall instead of confetti when you win a trophy, enter **"CONFETTI"** to cancel this code.

MISSION: IMPOSSIBLE

Secret Passwords
From the main menu, select "Load Game," then select "Password." Enter any of the following passwords below. For some of the passwords, even though the game will say "bad password," they will still work. Just start a new game or load another one to see the effects.
TTOPFSECRETT—View secret message
SEECOOLMOVIE—View any FMV sequence
IMTIREDTODAY—Slow-motion mode
GOOUTTAMYWAY—Turbo mode
BIONICJUMPER—Super jump
SCAREDSTIFFF—All people move without animation
Level Passwords
ABEMJQLNVTPG—Submarine Pen Area
OGLIESHVIRLL—Russian Embassy
IQDSNJNTOMCI—Russian Embassy 2
OQRFFSITJMNI—KGB Warehouse
EHNJHSURWJMP—KGB Headquarters
IGCJMJMVMRBL—KGB Headquarters 2
GDPSISJOWUAN—Security Hallwey
GQOFISKTLMAI—Security Hallway 2
GGHIHSJVWRML—Underground Sewage Plant
IJENMUNHONCJ—IMF Headquarters
IMQPNHNKOSCM—IMF Headquarters 2
PBFROUOPPWDB—Infirmary
PMGKPUPKQSDM—CIA Rooftop
KEJPPUPSRKEE—CIA Rooftop 2
PJGNOUPHQNDJ—CIA Mainframe Computer
HDGGFPKQMOBC—Waterloo Station
IGILGPMLMYBO—Train
HDGOFTKQMOBG—Train 2
IGJDGTMLMYBO—Train Roof
NGHSMGQTXMGI—Lundkwist Base
MOEEOJGHVXJH—Tunnel
MKEHTJSSVVJD—Mainland
AFQMOJGPVTPG—Gunboat

MONSTER RANCHER 2

Secret Monsters
As in the original *Monster Rancher*, the best way to generate new and different monsters is by visiting the Monster Shrine and inserting different compact discs into your PlayStation, listen to the priest's instructions to find out how this is done. Any CD can ba used, from

your favorite music CDs to computer CD-ROM discs or even other PlayStation titles. The game reads some of the digital data from your CD and uses those numbers to generate a monster that you can raise on your farm. There are also many special monster types that can only be found by using ONE specific CD. For example, if you use Quiet Riot's *Metal Health* CD to create a monster, you'll get a creature called "Bloodshed" that you can't get from any other CD. The following is a list of these "special" CDs which can be used to create special monsters. Please be aware that the CDs on the following list are not 100% guaranteed to work with *Monster Rancher 2* the way they should. Occasionally an audio CD or PlayStation game will be re-mastered or re-released with slightly different track listings, if there are several different "pressings" of a particular CD, it may happen that your copy of the CD in question will not be recognized by the game and will not give you the monster you're expecting. *Tips & Tricks* apologizes for any such discrepancies you may encounter

The Matrix Original Soundtrack—"Poison"
Dead or Alive PlayStation game—"Kasumi"
The Woman in Me by Shania Twain—"Mia"
Mellow Gold by Beck—"Moo"
Thoroughbred by Carol King—"Trotter"
Under the Table and Dreaming by Dave Matthews Band—"Blue Thunder"
Devil Dice PlayStation game—"Dice"
Downtown Train by Rod Stewart—"Tram"
Austin Powers The Spy Who Shagged Me Original Soundtrack—"Eggplantern"
Fool's... by The Vegtables—"Eggplantern"
Appetite for Destruction by Guns 'N Roses—"Skeleton"
Merry Christmas by Mariah Carey—"Satan Clause"
Christmas With the Chipmunks by The Chipmunks—"Satan Clause"
Tecmo Super Bowl PlayStation game—"Forward Golem"
Waste of Mind by Zebrahead—"Zebra Saurian"
Brave Fencer Musashi PlayStation game—"Shogun"
Third Eye Blind by Third Eye Blind—"Ruby Knight"
Disney's Mulan Original Soundtrack—"Kokushi Muso"
You've Come a Long Way, Baby by Fatboy Slim—"Sumopion"
Gangsstar Trippin' by Fatboy Slim—"Sumopion"
Dances With Wolves Original Soundtrack—"White Tiger"
Gex 3: Deep Cover Gecko PlayStation game—"Frog Hopper"
Greatest Hits by Al Green—"Frog Hopper"
Rush Hour Original Soundtrack—"Kung Fu Hare"
Homogenic by Bjork—"Shishi"
Millennium by Beckstreet Boys—"Happy Mask"
Tenchu: Stealth Assassins PlayStation game—"Ninja Kato"
Titanic Original Soundtrack—"Deluxe Liner"
Knockout Kings PlayStation game—"Boxer Bajer!"
The X Files: Songs in the Key of X Original Soundtrack—"Ultrer!"
Nevermind by Nirvana—"Swimmer"
Backdraft Original Soundtrack—"Cinder Bird"
Enemy of the State by Blink 182—"Chef"
Men in Black Original Soundtrack—"Chinois"
Fanmail by TLC—"Silver Suezo"
Aenima by Tool—"Bronze Suezo"
Tiger Woods 99 PlayStation game—"Birdie"
Monster Rancher PlayStation game—"Sueki Suezo"
The Flintstones Original Soundtrack—"Prthecan"
Tecmo Stackers PlayStation game—"Calorena"
Tecmo's Deception PlayStation game—"Mocchini"
Metal Health by Quiet Riot—"Bloodshed"
Metal Gear Solid PlayStation game—"Gaboo Soldier"
Terminator 2 Original Soundtrack—"Metal Jell"
Disney's The Little Mermaid Original Soundtrack—"Mermaid"
FIFA 99 PlayStation game—"Dribbler"
Rally Cross 2 PlayStation game—"Radiel Niton"
Comparse by Deep Forest—"White Birch"
Electric Warrior by T. Rex—"Pole Mock"
The Bearsville Collection by Bobby Charles—"Watermolony"
The Crow: City of Angels Original Soundtrack—"Cawken"
Legend by Bob Marley—"Reggae Plant"
Speak My Language by Inner Circle—"Raggae Plant"
Star Wars Episode I: The Phantom Menace Original Soundtrack—"Galaxy"
No One Can Stop Mr. Domino PlayStation game—"Dominos"
Andy *Warhol* by The Velvet Underground & Nico—"Gold Dust"
Licensed to Ill by The Beastie Boys—"Express Worm"
Kagero: Deception II PlayStation game—"Time Noise"

MORTAL KOMBAT TRILOGY

Stage Select
At the character-select screen, highlight Sonya, hold Up and press **START**, you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you went to start in.
Secret Character
At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold **Run + Block + High Punch + High Kick** and point the D-pad **Away** from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon. He's a semi-transparent ninja who randomly morphs into other ninja characters.
Secret Cheat Menu
Choose "Options" from the main menu, then highlight "Game Configure" and hold **L1 + L2 + R1 + R2 + Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and more.

MTV SPORTS: SKATEBOARDING FEATURING ANDY MACDONALD

Unlock All Boards, Costumes, Levels and Skaters
At the main menu, select "Single Player," then select "Lifestyle." Next, select "New Game," then input "PASWRD" as your name. Note that some of the unlocked items, like levels and skaters, will only be available in modes other than "Lifestyle."

THE MUMMY

Secret Bonus Codes
At any time during gameplay, press **START** to enter the pause menu, then choose "Quit Game" and select "Yes." Next, select "Replay Level," then "Bonus Game Modes" at the following screen. Finally, select "Enter Code" and enter any of the codes below:
△, X, △, O, □, △, O, X—Unlock bonus level
O, □, O, X, X, △, △, □—All weapons available
X, △, X, □, O, △, □, △—Unlimited ammo
O, O, △, O, X, □, □, X—Infinite lives

MUPPET MONSTER ADVENTURE

Secret Codes
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.
Unlock all levels—**Up, Up, □, Down, Down, O, Left, □, Right, O**
Invincibility—**L2, R2, R1, L1, R2, L2, R2, R1, L1, R2**
Debug text—**Up, Right, R2, □, Left, R1, Left, Up, Left, L2**
Start with chicken weapon—□, □, O, □, O, O, □, □, O, □

MUPPET RACE MANIA

Secret Codes
Enter any of the following codes at the title screen, while "Press Start" flashes at the bottom of the screen. You'll hear a special sound effect and words will appear at the top of the screen after entering a correct code.
Unlock Fraggle Rock—X, □, X, □, X, □, △, O, X, □
Unlock end courses—O, △, □, △, X, △, □, O, △, X
Unlock Arches—□, O, X, O, □, △, O, X, O, △
Unlock Studio—□, □, O, O, X, O, △, O, △, □
Unlock all Muppets and vehicles—△, O, △, □, △, X, △, △, X, O

N2O NITROUS OXIDE

Cheat Codes
Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats:
X X □ X X X △ △—Infinite Firewalls
□ X O □ X □ O □—Infinite weapons
O X X △ □ △ □ O—Infinite lives
□ △ O △ X △ □ X—Access any level
□ □ □ △ O △ □ □—Bonus level access
X X X □ △ O X △—Enable 5th ship (Speedcore)
O X □ △ △ O △ O—Activate "water" effect
□ △ X △ O □ △ X—Bonuses don't reset when you die

NAMCO MUSEUM VOLUME 2

Mappy Stage Skip
Load the game *Mappy* and press the △ button to access the dipswitch screen. Highlight switch #5 in the "SW3" box and press X to turn it "on." Now start the game, you can skip stages at any time by holding **L1 + R1** and pressing the X button.
Super Pac-Man Stage Skip
Load the game *Super Pac-Man* and press the △ button to access the dipswitch screen. Highlight switch #6 in the "SW3" box and press X to turn it "on." Now start the game. When the word "Ready!" appears on the screen just before the characters start to move at the beginning of any stage, quickly hold **L1 + R1 + O** and press **START**. The screen will flash just like it does when the stage is cleared and you'll advance to the next stage. Repeat the process for each stage to skip to any level.
Galaga Stage Select
Load the game *Galaga* and press the △ button to access the dipswitch screen. Highlight switch #4 in the "SW3" box and press X to turn it "on." Now start the game. When the words "Persec 1" appear on the screen, hold **L1 + R1 + O** and press **START**, a stage-select number will appear at the left side of the screen. Press **Up** or **Down** to change the number of the stage you'd like to warp to, then press **START** to begin at the stage you chose.
Dragon Buster Stage Skip
Load the game *Dragon Buster* and press the △ button to access the dipswitch screen. Highlight switch #5 in the "SW2" box and press X to turn it "on." Now start the game. When the map screen appears, hold **L1 + R1 + O** and advance Clovis to either of the first two dungeons on the map. Instead of entering the dungeon, you'll be warped ahead to Round 2. You can continue to advance to higher rounds as long as you hold **L1 + R1 + O**; when you reach the round you'd like to start on, just release the buttons and you'll be able to enter the dungeons normally.

NAMCO MUSEUM VOLUME 3

Pole Position II Secret Courses
Load the game *Pole Position II* and press the △ button to access the options window. Highlight "Test" and press X, then, when the test screen appears, press △ to open the test screen options window. Highlight "Dip Sw" and press X, then press **Up** to turn on switch #1 in the left box. Now press △ twice and choose "Game" with the X button. When the game loads, press △ to open the options window again. You'll find a new option called "Course", highlight it and press X to turn it on (you'll hear a chime). Now start the game and you'll find that the layout of all four courses has been changed; the "Test" course now has *no turns* at all. This code remains in effect until you shut the power off or return to the main *Museum* menu.
Galaxian Turbo Mode
Load the game *Galaxian*. When the demo sequence begins, press the **SELECT** button exactly 32 times to add credits. When the number of credits shown in the lower right corner of the screen is 32, press the **SELECT** button one more time and hold it down while pressing **START**. Now you're playing in Turbo Mode, in which the game speed is many times faster than the original. This code remains in effect until you shut the power off or return to the main *Museum* menu.
Galaxian Hard Mode
Play the game *Galaxian* until you clear Round 9. After you've done this, press the △ button during the demo sequence to access the options window. Choose "Option" and you'll find a new option called "Rank". This allows you to change the game from "Normal" to "Hard" mode.
Galaxian Psychedelic Mode
Play the game *Galaxian* until you have a high score of 30,000 points or more. Once you've done this, press the △ button during the demo sequence to access the options window. Highlight "Test" and press X; then, when the test screen appears, press △ to open the test screen options window. Highlight "Dip Sw" and press X, then highlight switch #6 and press **Up** to turn it on. (You can't change this switch unless your *Galaxian* high score is over 30,000.) Now start the game and you'll be playing in Psychedelic Mode, in which all moving objects leave trails of colored lights on the screen.
The Tower of Druaga Secret Area
While walking around inside the museum, hold the **L1** and **R1** buttons and press **Up, Right, Down, Left, Up, Right, Down, Left, Up, Right, Down, Left**. A pickaxe icon will appear in the lower left corner of the screen. Now enter the *Tower of Druaga* wing of the museum and walk forward until you face a brick wall. Press the action button to break open the wall, inside you'll see a 3-D animated sequence from *Druaga* and find another *Druaga* machine to play.

NAMCO MUSEUM VOLUME 4

Secret Video Scene
Turn on the PlayStation and hold **L1 + R1** on Controller 1 while the game loads. Instead of the normal Pac-Man introduction, you'll get to watch a cool live-action movie that's based on Genpei *Tournaden* (a.k.a. *The Genji and the Heike Clans*).
Secret Pac Land Scene
Enter the Pac-Land room in the museum, it's a bright scene with Mr. and Mrs. Pac-Man sunning themselves on the beach. Check out the right side of the wall behind the door; you'll see a ghost hiding there. Press X to chase him away, then press X at each of the following locations to earn a special ability:
• Find the ghost behind the left side of the well
• Find the ghost on top of the wall (press △ to look up)
• Find the ghost talking to the fairy
• Find the power pellet (press △ to look up at the tops of the trees)
• Give the pellet to Pac-Man
When the ghost has been chased away, talk to the fairy and she will thank you by giving you a special pair of shoes, now you can press X to jump.
Secret Game
Enter the museum and go up the stairs, then enter the first door on the left, the one that says, "X-Room." Once inside, hold **L1 + R1 + △** and press **Up** on the D-pad, you'll see a flash of light and a girl will appear in the room. If you approach her and press X, she will turn on the secret game in that room; it's an *Assault Plus* machine.
The Genji and the Heike Clans Stage Select
Load the game *The Genji and the Heike Clans* and press the △ button to access the options window. Highlight "Test" and press X, then, when the test screen appears, press △ to open the test screen options window. Highlight "DipSw" and press X, press **Right** twelve times, then press **Up** to turn on switch #5 in the right box. Press X to confirm, then highlight "Game" and press the X button. Start the game, after Andaba tells you that "you shall have the protection of the priest Shokoku," a stage-select menu will appear. (Note that the stage numbers are not in order, for example, number 53 corresponds to the first stage.) Once you've chosen a number from 1 to 58, press □ to warp there.

NASCAR 2001

Secret Codes
Unlock alternate John Andretti Car—Hold **R1** and press □, △, □, △
Unlock KC Monoxide (#101)—Hold **L2** and press □, O, X, **Down, Up, Right, Left**
Unlock 'Shorty' Leung (#100)—Hold **R2** and press □, O, X, **Up, Down, Left, Right**
Unlock Jocko Michaels (#167)—Hold **L1** and press □, △, □, O, □, X
Unlock Asher Boldt (#153)—Hold **L2** and press □, O, △, X
Unlock Proving Grounds Track—Hold **R1** and press **Left**, O, **Up, Down, Right, Right, Right**
Unlock Treasure Island Track—Hold **L2**, press □, O, □, **Up, Up, Down, Up, Left, Right**, X

NASCAR RUMBLE

All Tracks & More Cars
From the main menu, select "Game Options," then move the cursor to "Load and Save" and select the "Password" item. Enter the password "C 9 P S A U B N A A" to unlock lots of cars and every track.

NBA HOOPZ

Match-Up Screen Codes
At the match-up screen just before the tip-off—when the announcer says, "Today's match up..."—enter any of the following codes to gain different abilities and power-ups. Each code consists of three numbers and a direction, the numbers represent the number of times you need to push the □, X and O buttons (from left to right) to change the

symbols at the bottom of the screen, then you "lock in" the code by pointing the D-pad or joystick in the direction indicated. For example: To enter the "Infinite Turbo" code (3-1-2-Up), press the □ button three times, the X button once and the O button twice, then press the D-pad or joystick **Up**. A message will appear to confirm if you've entered e code properly. Note: Some codes must be "agreed" to (entered by all players) in order for them to take effect. You can also enter the second number in each code by pressing the △ button instead of X.

3-1-2 Up—Infinite turbo
4-4-4-Left—No goaltending
2 2-2 Right—No fouls
0-1-1-Down—Show shot %
1-1-0-Down—Show hotspot
3-0 1-Up—No hotspots
1-2-1-Left—Granny shots
3-2-0-Left—Street court
0-2-3-Left—Beach court
1-1-1 Right—ABA ball
0-2-4-Right—Away uniform
0-1-4-Right—Home uniform
3-0-0 Right—Big heads
S-4-3-Left—Tiny players
3-3-0-Left—Tiny heads

NCAA FOOTBALL 2001

Secret Codes

From the main menu, select "Game Settings," then select "Secret Codes." At the screen that appears, enter any of the codes below:

View entire poll—P O P U L A R I T Y
Slow players—C E M E N T F E E T
Unlock all stadiums—O P E N S E S A M E
View CPU's plays—M I N D R E A D E R
Fast players—S C R A M B L E
Daytime passes quickly—D A Y N I G H T
Max. attribute points—B A L L E R
Max. recruiting points—H E A D C O A C H
Always catch the ball—H A N D S O F G L U E
Always intercept the ball—O S K I E
Max. wind—S A F E T Y
Change the date—Y 2 K
Juggernaut team—B U L L D O Z E R
EA Sports team—S A N M A T E O
Tiburon team—M A I T L A N D

NCAA GAMEBREAKER 2001

Easter Eggs

From the main menu, select "Customize," then select "Easter Eggs." At this screen, you may enter any of the passwords below. Note: some of the spaces in the passwords. Also, you must enter small caps letters instead of lowercase letters in the game.

POWER HOUSE—Stronger season team in simulation
HAMMER—Season team with all 99 rating motivate—Always get everyone in Blue Chip recruiting
FRANKENSTEIN—Super walk-ons
HOLLYWOOD—View credits
Vers—Display game's version date
GO DEEP—Great passing game
REAL ESTATE—Great running game
PHYSICAL—Great blocking, tackling game
twins—Select the same team
BIGandsmall—Big team vs. small team

NGEN RACING

Cheats

Enter any of these codes at the "Main Hangar" screen.

400,000,000 credits—**R2, L2, R2, L1, R2, R1, R2, L1**
1st place in all races—**R1, L1, R1, R2, L2, R2, L2, L1**
Obtain all secret jets—**R1, R2, L1, L2, L2, L1, R2, R1**

NIGHTMARE CREATURES II

Stage Select

At the main menu, hold **R2 + L1 + O +** □ and press **SELECT**. If you entered the code correctly, text will appear in the upper left corner. Move the cursor to "New Game," then press **Right** to cycle through the different stages. The stage name displayed when you press X will be the one where you'll start the game.

Cheats Menu

At any time during gameplay, press **START** to pause, then hold **R2 + L1 + O +** □ and press **SELECT**. If you entered the code correctly, the Cheats menu will immediately appear.

ODDWORLD: ABE'S ODDYSEE

Level and Movie Select

Enter these codes at the main menu.

• Level Select—Hold **R1**, press **Down, Right, Left, Right,** □, O, □, △, O, □, **Right, Left.**
• Movie Select—Hold R1 and press **Up, Left, Right,** □, O, △, □, **Right, Left, Up, Right.**
• Green Farts—Hold **R1** and press **Up, Left, Right,** □, O, X. Now every time you fart using Gamespeek, you'll see green gas.

ODDWORLD: ABE'S EXODDUS

Checkpoint Skip

At any point in the game, hold **R1** and press O, O, X, X, □, □. You will skip to the next Checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."

Stage Select

At the main menu, hold the **R1** button and press **Down, Up, Left, Right,** △, □, O, △, □, O, **Down, Up, Left, Right.**

Video Scene Select

At the main menu, hold the **R1** button and press **Up, Down, Left, Right,** □, O, △, O, □, O, **Up, Down, Left, Right.**

PARAPPA THE RAPPER

Rapping Tips

• If you hold one of the action buttons down, then press another one, the word that's associated with the first button will come out automatically as soon as you take your finger off the second button. Try this at the beginning of Stage 1, Lesson 3. While holding the △ button, press and release the O button repeatedly in a steady pattern. Parappa should say, "Kick, Punch, Kick, Punch, Kick, Punch" and so on, even though you're not pressing the △ ("Kick") button more than once. This trick also doubles your speed. Instead of getting one word for each button press, you're effectively getting two. Use this technique when you're "Rappin' Cool!" for lots of extra words and bonus points.
• One of the game's best-kept secrets is that it's possible to use the D-pad to change the order of the words that come out of Parappa's mouth. This only applies in lessons or stages where more than one word is assigned to a single button; for example, during Lesson 5 in Stage 3, you say, "I have never sold everything, everything" using only the X button. If you hold **Left** on the D-pad and press one of the buttons, it will "reset" the list of words that are associated with that button to the first word in the series. Similarly, if you hold **Right** on the D-pad while you're in the middle of that series of words, it will "hold" that word and let you repeat it as many times as you wish; when you release **Right**, you can continue with the rest of the series of words that are assigned to that button. Depending on when you apply the D-pad, you can make Parappa say, "I have never, I have never sold everything" or even "I have never, never, never sold everything." This is an important trick, not only does it make it easier to break the "Cool!" barrier in certain lessons, but if you use this method to mix up your raps when you're freestyling in "Cool!" mode, you'll earn more points!

POOL HUSTLER

Secret Game Mode

At the title screen—while the words "Press Start" are flashing—press **Up, Up, Down, Down,** △, △, X, X, **Left, Right,** □, O, you'll hear a signal to confirm. You'll find a new option called "Bowlliards" at the main menu, it's a billiards game that's scored like bowling.

POWER RANGERS LIGHTSPEED RESCUE

Secret Codes

From the main menu, select "Codes," then select "Enter Code." Next, enter any of the words below to unlock the corresponding effects.

O M E G A—Level skip
U L T I M A T E—Titanium Ranger
F O R E V E R—Continues
S H O W C A S E—All galleries open
I M M O R T A L—Infinite Lives
D 4 B 7 E 1 0 9 G 7—Infinite Health
N 7 F 6 U 2 A 5 A 1—Infinite RPE

PSYBADEK

Cheat Passwords

G O A N Y W H E R E—Enable level select
G R E A S E D D E K—Slippery board
J E L L Y J E L L Y—Jelly mode
T O P S Y T U R V Y—Upside down mode
W A L K O N M O O N—Low gravity
D O N D A C H A O S—Invincibility
D O N T D I O N M E—Nine lives
I N L I L L I P U T—Big characters
S I Z O F A N A N T—Small characters
D E K P O W E R U P—Faster Dek

R/C STUNT COPTER

Cheat Codes

Enter these codes at the main menu screen. After entering each code, you'll hear a voice say "Cheaters never prosper" and the name of the code will scroll up from the bottom of the screen. While entering the code you may advance to different screens, but in each case the code will still work.

Down, Up, Left, Right, △, X, □, O—All Gold in training levels
Down, Up, Right, Left, △, X, □, O—Unlock all levels
L2, R2, L1, R1, △, X, □, O—Mege Points
Up, Down, Left, Left, X, □, O, △—Unlock movie (selectable from the Options menu)

R•TYPE DELTA

Invincibility

At any time during gamepley, press **START** to pause the game. Next, hold **L2** and press **Right, Right, Left, Right, Left, Left, Right, Left, R2, Up, Up, Down, Down, Up, Down, Up, Down, R2**. You'll hear a special sound effect after entering the code correctly. When you unpause the geme, your ship will be invincible.

Infinite Credits

If your total gameplay time reeches three hours, the number of credits per game will become nine. If you play the game for more than six hours, the words "Free Play" will appear on the screen and you'll be able continue as many times as you want.

R-TYPES

Invincibility

At any time during gemepley, press **START** to pause the game. Next, hold L2 end press **Right, Right, Left, Right, Left, Left, Right, Left, R2, Up, Up, Down, Down, Up, Down, Up, Down, R2**. You'll hear a special sound effect after entering the code correctly. When you unpause, your ship will be invincible.

Increase Speed

Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left,** O.

Decrease Speed

Peuse the game, hold **L2** end press **Right, Up, Right, Up, Down, Left, Down, Left,** X.

Use Any Weapon

Pause the game, hold **L2** and press **Right, Up, Left, Right, Down, Left, Up,** Right and either △, □, X, or O to equip yourself with a different weapon.

Level Select

Highlight either *R•Type* or *R•Type II* at the title screen, quickly press **L2** ten times, then **R2** ten times, you'll hear a sound to confirm. Now stert the game and press **START** to peuse, you can choose any stage with the stage-select option et the pause menu.

RAINBOW SIX

Main Menu Cheats

Enter the following codes at the main menu. A message will eppear after entering a code correctly.

All levels—Hold **L1** and press O, X, O, □, □, △, X, X
All items—Hold **L1** and press △, X, X, O, □, O, X, △
Invincibility—Hold **L1** and press □, X, △, △, X, □, O, O
Invincible hostages—Hold **L1** and press O, O, □, △, X, △, X, O
No terrorists—Hold **L1** and press △, O, O, △, □, X, △, O
All operetives revived—Hold **L1** and press △, △, X, O, O, X, □, □
Reveal map—Hold **L1** and press X, O, □, △, △, □, O, X
No locked doors—Hold **L1** and press △, □, □, △, X, O, □, △
Turn off Victory Conditions—Hold **L1** end press O, △, △, X, O, □, X, △
All attributes set to maximum—Hold **L1** and press X, □, △, △, O, □, X, X
Watch ending—Hold **L1** end press □, △, □, □, O, O, X, △

In-Game Cheats

At any time during gameplay, press **START** to peuse, then enter any of the codes below. For the Extra weepon and Extra pistol codes, you will receive a diffarent weapon or pistol each time you input the code. Some of the main menu cheats above mey also work during the middle of a game.

Restore ammo—Hold **L1** and press □, □, O, △, X, △, X, △
Extra weepon—Hold **L1** and press X, O, O, △, □, X, □, O
Extra pistol—Hold **L1** and press X, △, □, O, □, X, △, □

RASCAL

Stage Skip

Choose "Options" at the title screen, select the key icon and enter the password "HOUSE". Now start the geme end you'll see the name of the current stage displayed on the screen. To jump to e different stage, tap the **R1** button to change the neme of the stege, then hold the **R1** button down until you warp to the stage you chose. To skip to a different room within a stage, tap the **R2** button to chenge the room number, then hold the **R2** button down until you warp to the room you chose.

RAYMAN

Infinite Continues

When you lose your lest life and the Game Over/Continue screen appears, press **Up, Down, Right, Left** (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

Picture-in-Picture

During the geme, press **START** to pause, then hold the **R2** button down end press O, O, **Left,** O, O. A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picture-in-picture window, just enter the code again.

Full Power-Up + 99 Lives

Press the **START** button to pause the game, then enter the following code carefully. Press end continue to hold **L2, R1, L1,** then **R2,** then releese the buttons in this order: **L1, L2, R2, R1**. Next, press and release O, then press and continue to hold **Left,** O, □, then △. Finally, release the buttons in the following order: **Left,** △, □, O.

RAYSTORM

Free Play Mode

When the words "Press Stert Button" appear at the title screen, hold **L1 + L2 + R1 + R2** and press **START**; when the main menu appears, continue to hold **L1 + L2 + R1 + R2** and press **Up** seven times, then **Down,** then **Up** four times, then **START**, you'll heer a voice say, "Limiter released" and you should now be et the "Option" menu. Choose "Configuration" end you'll find e new "Credit Limit" option, turn it off to get infinite credits.

RAZOR FREESTYLE SCOOTER

Unlock Everything

At any time during gameplay, press **START** to pause the game, then press **Right, Down, Right, Left, Right, Up, Right, Right.** A speciel message will appeer at the top of the screen after entering the code correctly. You may have to quit the current game to observe all of the unlocked items.

REBOOT

Secret Codes

Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.

• Free Shield with Every Glitch pick-up—**Down, R1, Left, Right, Down, L2, R2, Laft, Right, Up**
• Full Glitch Energy—**Right, L1, Up, Right, Down, L1, R1, Up, Down, Left**
• Play as Enzo—**Up, Left, Down, Left, Down, L1, R1, Right, Down, Right**
• Play as Dot Matrix—**Left, R1, Right, Up, Down, R2, L1, Right, Up, Down**

RELOADED

Cheat Codes

At any time during the game, press the **START** button to pause. When the pausa menu appears, hold the **L1** and **L2** buttons for approximately ten seconds, this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold the **L1** and **L2** buttons a little bit longer. After the cursor is locked up, continue to hold the **L1** and **L2** buttons and enter the following codes to add cheet options to the peuse menu.

Ammo—△, **Left, Left, Left,** O, △, **Down.** Select this option to boost your ammo.
Health—**Down, Right, Left,** △, **Right, Down.** Use this option to refill your energy meter.
Power—**Left, Up,** X, O. This option will power-up your weapon.
Skip Level—**Left,** △, X, **Right,** O, △, **Down.** Use this option to skip the current level and start on the next stage.

Secret Character

At the character-select screen, press **L1,** O, **R1, Down, Down, R1,** O, **L1, L1.** You'll hear a fanfere and en evil red balloon will appear over Sister Magpie. Now you can play as Fwenk from the original *Loaded* game.

RESIDENT EVIL

Rocket Launcher

If you finish the game in less that three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot

Special Key

In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion, Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the spacial key. Inside the closet, you can change your character's clothes.

RESIDENT EVIL: DIRECTOR'S CUT

Easier "Advanced" Mode

Choose "New Game" from the main menu, then highlight "Advanced" and hold **Right** on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

RESIDENT EVIL 2

Secret Photo

In the S.T.A.R.S. office, check Wesker's desk—it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched tha desk..." Continue to check this desk over and over again, on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original *Resident Evil*.

Alternate Clothes

Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie. It's Brad Vickers, the helicoptes pilot from the original *Resident Evil*. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, chack his body; you'll find a special key. This key opens the locker in the darkroom, if you open it, you will be able to change into a different set of clothing at any time.

Bonus Weapons

If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.

Secret Character: Hunk

To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two seve. The seved game will sey "Hunk," choose this to play as him.

Secret Character: Tofu

To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. Tha saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu, just keep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION)

Extreme Battle Mode

Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to seve a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.

ROGUE TRIP: VACATION 2012

Cheat Codes

During the game, hold **L1 + R1 + R2** and press **SELECT**, you'll see the words "Cheats Enabled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be entered quickly)

Quick $10,000 Cash—Hold **R1 + R2**, press **L1, Up, Down, Up, Down**

Infinite Weapons—Hold **L1 + R1**, press **Up, Down, Up, R2**

Mega Guns Mode—Hold **L1 + R1 + R2 + X**, press **Down**

Invulnerable Mode—Hold **L1 + R1**, press **Up, Down, Left, Right**

Upgrade Weapons—Hold **L1 + R1**, press **Left, Right, Left, Right**

Note: If you hold **L1 + R1 + R2** and press **Up, Down, Left, Right**, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the above codes can be deactivated by entering the same code a second time, or hold **L1 + L2 + R1** and press **SELECT** to deactivate all cheats.

Passwords

Access the password entry screen from the options menu and enter any of the following codes to unlock special features:

Enable Goliath—△, **L1, R1, X, L2, L2**

Enable Nightshade—**R1, R2, L1, L1,** X, ○

Enable Helicopter—**L1,** △, **R2,** △, △, **R1**

Enable Alien Saucer—**R1,** □, X, □, **L2,** ○

Access "Funtopia" stage (Challenge moda only)—X, ○, **L2,** X, □, **L1**

Access "Tha Gulch" stage (Challenge mode only)—X, □, ○, **L1, L2,** □

Battle Boss 1 (Challenge mode only)—○, **R2, R1,** □, **L1, R2**

Battle Boss 2 (Challenge mode only)—○, ○, **L2, L1,** △, △

Infinite Jump—○, □, **R2,** X, △, **R2**

Infinite Turbo—□, X, ○, △, **R1, R2**

Double Pickups—**L1, L2,** ○, **L1, R1,** □

Increased Armor—**R1,** △, **R1,** △, **L1,** □

See *Duke Nukem: Time to Kill* movie—□, □, ○, ○, △, △

Play as Big Daddy

From the main menu, select "Options." Then, select "Password." Enter △, □, **R2,** X, △, **R2.** Big Daddy will only be selectable if you play Challenge mode and select Nuke York as the stage.

SAMMY SOSA HIGH HEAT BASEBALL 2001

Secret Codes

Enter the following codes at the "Stadium Select" screen. You'll hear a special sound effect after entering a correct code.

3DO clouds—**L2, R2, L2, R2,** □, □

Flying objects in the sky—**R2, L2,** □, **L1, R1,** □

SAMMY SOSA SOFTBALL SLAM

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the codes below. Each code will take effect as soon as you press **START** again to unpause the game.

Big Softball—**R1, R2, R1, R2, R1, R2**

Ball Cannon—**L1, L2, L1, L2, L1, L2**

SAN FRANCISCO RUSH

Secret Vehicles

Choose any vehicle, then select your transmission type with the X button. When the purple "RUSH" lesters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears.

- Hold △ to race in a UFO
- Hold **L1** to race in a pick-up truck
- Hold **R1** to race in a British sportster

When the race starts, you'll be driving the vehicle you chose.

SHADOW MASTER

All Weapons

Begin a new game. Go forward into the first door that opens and kill the aliens inside. Once you have defeated the aliens and you are completely inside the room, press **L1 + L2 + R1 + R2 +** ○ simultaneously. A red light will appear on the screen to confirm the code; you now have all of the game's weapons.

Invincibility

In the seme room described above, after defeating the aliens inside, press **L1 + L2 + R1 + R2 +** X simultaneously. A blue light will appear to confirm the code, now you're completely invincible.

Stage Select

In the seme room described above, after defeating the aliens inside, press **L1 + L2 + R1 + R2 +** △ simultaneously. A green light will appear to confirm the code. Now press **START** and exit the game, you'll find a stage-select option on the main menu.

THE SIMPSONS WRESTLING

Secret Codes

Each of the following codes can be entered at the title screen (while the words "PRESS START" are flashing). You can also enter the codes at the "Paused" menu during game play. A message will appear at the top of the screen to confirm each code. To reverse the effects of a code, enter the same code again.

○, **Up, Up, Down, Down, Left, Right, Left, Right**—Unlocks the "Bonus Match Up" option at the main menu, from hera you can start a match with nearly any character in any stage.

○, **L1,** ○, **L1,** ○, **R1,** ○, **R1**—Activates a funnies version of the credits sequence (choose "Credits" under Options) which is usually only accessible after completing all three circuits.

○, **L1,** ○, **R1,** ○, **L2,** ○, **R2**—Activates "Big Ape Mode," which gives all of the characters huge arms.

○, **R2, R1,** ○, **R2, R1**—With this code in placa you'll fight in a special "Big Ape" arena that shows a picture of the game's creators (drawn as Simpsons characters) on the mat. If you enter the code at the "Paused" menu during a game, you must quit and start a new match to fight in the secret arena.

SKULLMONKEYS

Cheat Codes

Press **START** during the game to pause, then enter any of tha following cheats while the "Paused" menu is on the screen. Note that certain power-up cheats will only work in levels where you're allowed to have that power-up; for example, the Universe Enema power-up is not introduced in the gama until the Elevated Structure of Terror, so if you try to enter the "Maximum Universe Enemas" code before you reach that stage, it won't work.

Maximum Bullets—**Down,** ○, **Up, R2, Left,** △, **SELECT, SELECT**

Maximum Phart Heads—**R1, Left, Up, L1, L1,** □, **Right, SELECT**

Maximum Phoenix Hands—□, △, **R2, Left, SELECT,** ○, △, **Right**

Maximum Universe Enemas—**Left,** △, **Right, Down,** △, **SELECT, SELECT, SELECT**

Maximum Super Willies—**R1, Left,** □, △, **L1,** △, **R2, SELECT**

Maximum 1970s Icons—**SELECT,** ○, **Up, Left, Down, Up, Down,** □

Maximum Swirly Cues—**R1, Right,** ○, **R2, R2,** □, **Right, SELECT**

Maximum of All Status Items (except 1970s icons and Swirly Qs)—**L1,** △, **Down, R1,** ○, **Right, Up, SELECT**

Shield—**R2,** ○, ○, **Down, Left,** ○, **Right, Down**

Skip Current Sub-Level—△, **L1, L1,** □, **Right,** ○, △, **Down**

SLAMSCAPE

Invincibility

During the game, hold the **SELECT** button and press □, □, ○, ○, □, □, △.

Weapon Power-Up

During the game, hold the **SELECT** button and press **Left,** □, **Right,** ○, **Up,** △.

SLED STORM

Passwords

Enter the following passwords from the password entry screen under "Load/Save" at the options menu.

Ryan / Storm Sled—○, △, □, **R2, R2, L1,** X, △

Tracey / Storm Sled—○, △, □, △, **R2, L1,** X, △

Gio / Storm Sled—○, △, □, **L1, R2, L1,** X, △

Travis / Storm Sled—○, △, □, **R1, R2, L1,** X, △

Nadia / Storm Sled—○, △, □, □, **R2, L1,** X, △

Jay / Storm Sled—○, △, □, ○, **R2, L1,** X, △

Jackal / 400cc—**L2, L2,** ○, **R2,** □, **R1, L1,** △

Sergei / 400cc—□, **L1,** □, **L2,** △, **R2,** X, ○

Sergei / Storm Sled—○, △, □, X, **R2, L1,** X, △

Unlock Demo Track—**R2, L1,** △, □, △, **R1,** ○, X

Unlock Glacial Grind, Goat's Bluff, Perilous Pass, Lost Peak—□, X, **R2,** □, ○, **R1,** ○, △

Unlock Super Snocross 3 through 6—**R2,** △, X, **R2,** △, □, ○, X

"Fog" available in Track Select—□, **L1,** X, □, **R2,** X, △, ○

"Mirror" available in Track Select—○, **L1, R2, R2, R1,** X, △, **L2**

SMALL SOLDIERS

Cheat Passwords

○, ○, △, △, ○, X, □, **X**—Invincibility

△, △, ○, ○, ○, X, □, X—All Weapons

SPEC OPS: RANGER ELITE

Invulnerability

At the main menu, select "One Player Game." Next, enter **ROCKSTAR** as your name at the following screen. When you begin the mission, press **START** to enter the pause menu. A new menu item, "Invulnerable" may now be toggled on and off.

SPEED RACER

Access All Cars

At the car-select screen, hold **L1 + L2 + R1 + R2 + SELECT + Down** and press △, now all of the cars in the game will be available.

Extra Camera Views

During a race, press **START,** while the game is paused, press **Right** five times, then **Left** five times. Now return to the game and cycle through the different camera views, you'll find two new long-distance settings.

Change the Time of Day

At the course select screen, you can change the time of day if you hold certain buttons when you make your selection as follows:

- **Hold L1 + L2** to race in bright daylight
- **Hold R1 + R2** to race at night
- **Hold L1 + L2 + R1 + R2** to race at twilight

SPICE WORLD

Giant Spice

At the menu screen where your character walks across the globe, hold the **START** button and press ○, □, ○, □.

Hidden Messages

Also at the "globe" menu, hold the **START** button and press ○, △, △, ○. You'll see the code on the screen to confirm. Now hold **START + SELECT** and press ○, ○, ○, ○ to see a hidden message. You can also try △, △, △, △ or □, □, □, □; repeat each code to turn the corresponding message off.

Handbag Code

At the globe menu, hold the **START** button and press □, △, ○, △. With that code on the screen, entar the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor.

Naked Spice Code

At the globe menu, hold the **START** button and press ○, △, △, ○. Next, press **L1 + L2 + R1 + R2 + START + SELECT** simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

SPIDER-MAN

Cheats

From the main menu, select "Special," then select "Cheats." At this screen, you mey enter any of the cheats below. Note the spaces in some of them. After entering a correct code, you'll hear a sound effect and a short description of the code will appear on the screen.

Unlock almost everything—**EEL NATS**

Symbiote Spidey costume—**BLKSPIDR**

Spidey 2099 costume—**TWNTYNDN**

Captain Universe costume—**S COSMIC**

Spidey Unlimited costume—**PARALLEL**

Scarlet Spider costume—**LETTER S**

Amazing Bag Man costume—**AMZBGMAN**

Ben Reilly costume—**BNREILLY**

Peter Parker costume—**MJS STUD**

Quick Change costume—**ALMSTPKR**

Storyboard viewer—**CGOSSETT**

All 6 game comic covers—**ALLSIXCC**

Level select—**XCLSIOR**

All 32 comic covers—**CMC BUFF**

Movie viewer—**WATCH EM**

Character viewer—**CVIEW EM**

What If contest—**GBHSRSPM**

Big head—**DULUX**

Joel Jewett as J. Jonah Jameson—**RULUR**

Invulnerable—**RUSTCRST**

Infinite webbing—**STRUDL**

Debug info on screen—**LLADNEK**

SPYRO THE DRAGON

99 Lives

At any time during the game, press **SELECT,** □, □, □, □, □, ○, **Up,** ○, **Left,** ○, **Right,** ○, **START**

SPYRO 2: RIPTO'S RAGE!

Cheat Codes

At any time during gameplay, press **START** to pause the game, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. Each code's effects will take place as soon as you unpause the game, except for the "View credits" code, which will take effect immediately.

Learn all abilities—O, O, O, O, □
Rig head mode—**Up, Up, Up, Up, R1, R1, R1, R1,** O
Parappa mode—**Left, Right, Left, Right, L2, R2, L2, R2,** □
View credits—□, O, □, O, □, O, **Left, Right, Left, Right, Left, Right**
Find Gems
At any time during gameplay, press **L1 + R1 + R2** Sparx will point in the direction of the nearest gem for as long as you hold these buttons down

SPYRO: YEAR OF THE DRAGON

Secret Codes
At any time during gameplay, press **START** to pause the game, then enter any of the following codes You'll hear a special sound effect after entering a correct code, note that you may also hear other sound effects while entering a code
Rig head Spyro—**Up, R1, Up, R1, Up, R1,** O, O, O, O
Flat Spyro—**Left, Right, Left, Right, L1, R1, L1, R1,** □, O
Dark Spyro—**Up, Left, Down, Right, Up,** □, **R1, R2, L1, L2,** Up, Right, Down, Left, Up, Down
Light Spyro—**Up, Left, Down, Right, Up,** □, **R1, R2, L1, L2, Up, Right, Down, Left, Up, Up**
Blue Spyro—**Up, Left, Down, Right, Up,** □, **R1, R2, L1, L2, Up, Right, Down, Left, Up,** X
Green Spyro—**Up, Left, Down, Right, Up,** □, **R1, R2, L1, L2, Up, Right, Down, Left, Up,** △
Magenta Spyro—**Up, Left, Down, Right, Up,** □, **R1, R2, L1, L2, Up, Right, Down, Left, Up,** □
Red Spyro—**Up, Left, Down, Right, Up,** □, **R1, R2, L1, L2, Up, Right, Down, Left, Up,** O

STAR TREK: INVASION

Watch Credits Movie
At any "Mission Briefing" screen, press **Left, Right, Up, Down** five times and the credits movie will immediately appear
Unlock Everything
At the "Stellar Cartography" screen, press **Up, Left, Down, Right, Up, Right, Down, Left, Up, L1 + R1, L2 + R2** Each of the last two combinations of buttons must be pressed precisely at the same moment or the code won't work The screen will flash white and the words "Cheats On" will appear after entering the code correctly

STAR WARS: DEMOLITION

Secret Passcodes
At the main menu, select "Options," then select "Preferences " Next, press **R1 + L1** and a passcode entry interface will appear Now you can enter any of the items below For the first code, you won't receive any special confirmation after entering it, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Roushh and Lobot.
Unlock characters—WATTO_SHOP
Watch some movies—SAD_MOVIES
Watch more movies—MOVIE_SHOW

STAR WARS EPISODE I THE PHANTOM MENACE

Debug Menu
At the main menu, move the cursor to "Options" and press △, O, **Left, L1, R2,** □, O, **Left.** You'll hear a special sound effect if the code was entered correctly To access the Debug Menu, hold **L1 + SELECT** and press △.

STEEL REIGN

Invincibility
At the main menu, press **L2, L1, R2,** O, □, O, O, **L1, L2, L1** You'll hear a signal to confirm, now you're invincible
Access All Tanks
At the main menu, press **L1, L2, L1,** O, □, O, O, **L2, L1, R2** This code unlocks all of the remaining tanks in the game, including the Anaconda, which has unlimited weapons.
Secret Level
At the main menu, press **L1, L2, L1, L2, R2, R1,** □, O, □, □ You'll hear a chime, then you'll be taken immediately to a secret level called "Martian Surface "

STREET FIGHTER ALPHA

Secret Characters
To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below All buttons shown refer to the default control configurations Important note Each of the following codes must be entered *very quickly* If you can't get a code to work, it's because you didn't do it fast enough, so try again Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing **Down**
M Bison (Player 1)—Hold the **L2** button and press **Left, Left, Down, Down, Left, Down, Down,** then □ + △ simultaneously
M Bison (Player 1)—Hold the **L2** button and press **Right, Right, Down, Down, Right, Down, Down,** then □ + △ simultaneously
To choose the alternate-color Bison, end the code by pressing X + O simultaneously instead of □ + △
Akuma (Player 1)—Hold the **L2** button and press **Left, Left, Left, Down, Down, Down,** then □ + △ simultaneously
Player 2—Hold the **L2** button and press **Right, Right, Right, Down, Down, Down,** then □ + △ simultaneously
To choose the alternate-color Akuma, end the code by pressing X + O simultaneously instead of □ + △
Dan (both players)—Hold the **L2** and **R2** buttons and press △, □, X, O, △
To choose the alternate-color Dan, hold **L2** and **R2** and press △, O, X, □, △

STREET FIGHTER ALPHA 2

Play as "Classic" Chun-Li
At the character-select screen with the "shortcut" turned off, highlight Chun-Li, hold the **SELECT** button for at least three seconds, then press any button to choose her before releasing **SELECT** You'll see her costume change to the way she looked in *SF II Champion Edition*, now her fireball is a "charged" move
Play as "Shin" (True) Akuma
At the character-select screen with the "shortcut" turned off, highlight Akuma, hold the **SELECT** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma Now press and hold **SELECT** for one second, then press an action button to choose Akuma before releasing **SELECT.** The D-pad directions for the above pattern is as follows Start at Akuma, then **Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right.**
Fight Against "Shin" (True) Akuma
Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories If you do this, "Shin" Akuma will appear before the eighth match as the final boss If you lose to him, he will consider you to be inferior and he will not re-appear
Mid Level Bosses
Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters

STREET FIGHTER ALPHA 3

Dhalsim's Wife
Choose Dhalsim as your character During the loading screen, just before the first round, hold □ + **R2** Dhalsim's wife will appear and cheer you on through the whole match The same button combination applies even if the button configuration is remapped
Unlock Guile
Select any character in World Tour mode When you have cleared 19 courses and reached level 27, clear the USA course and Guile will be your final boss If you defeat him, Guile will be selectable in any mode. Guile will also be unlocked automatically after 36 hours of gameplay
Unlock Evil Ryu
After you defeat Guile, another level will open Defeat all of the characters in this new level and the final boss will be Evil Ryu If you defeat him, Evil Ryu will be selectable in any mode
Unlock Shin Akuma
After you defeat Evil Ryu, yet another level will open Defeat all of the characters in this level and the final boss will be Shin Akuma If you defeat him, you will be able to choose Shin Akuma by highlighting Akuma at the character select screen and pressing **L2**
Unlock Arcade Balrog
Clear the USA course in World Tour Mode, or play the game for eight hours Once you've achieved either goal, you will be able to choose Arcade Balrog by highlighting Balrog at the character select screen and pressing **L2.**
Unlock Team Battle Mode
Clear the China course in World Tour Mode, or play the game for 16 hours
Unlock Survival Mode
Clear the Point 48106 course in World Tour Mode, or play the game for 24 hours
Unlock Dramatic Battle and Final Battle
Clear Arcade mode on the hardest difficulty level

STREET FIGHTER COLLECTION

Super Street Fighter II Turbo Play as Akuma
At the character-select screen, highlight Ryu for four seconds, then T Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three **PUNCH** buttons and the **START** button If your timing is right, you'll see a mysterious silhouette on the match-up screen You're playing as Akuma
Super SF II Turbo Play Against Akuma
Play a one-player game in Arcade Mode at any difficulty level without losing a single match, you must also try to defeat each opponent as quickly as possible If your total playing time is low enough by the time you reach the final battle against M Bison, you'll see Akuma jump into the screen and defeat Bison for you, now you must fight Akuma instead
Super SF II Turbo Remove Super Meter
At the character select screen, choose your fighter with the □ (Jab) button, then release □ and quickly enter one of the following codes before the airplane flies across the map
For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison—Press **Left** and **Right** repeatedly on the D-pad while repeatedly tapping □
For E Honda, Chun-Li, Guile, Dhalsim, T Hawk, Dee Jay, Vega or Sagat—Press **Up** and **Down** repeatedly on the D-pad while repeatedly tapping □
If you've done this correctly, your character's color will change and you'll hear a shout to confirm When the fight begins, you'll be playing without your Super meter
Street Fighter Alpha 2 Gold Play as Cammy
To access Cammy in Street Fighter Alpha 2 Gold, you must play as M Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M", now you can play as Cammy—in "Versus" mode only—by highlighting M Bison at the character-select screen and pressing the **START** button twice
SF Alpha 2 Gold Alternate Characters
• To play as special versions of certain characters with no "Super" meters, simply press **START** while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Saget and M Bison
• If you press **START** twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the *Street Fighter II Champion Edition* version of Chun-Li, respectively
• To play as "Extra" Sakura (with six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press **START** five times.

STREET FIGHTER EX PLUS ALPHA

Hidden Characters
At the Mode Select Screen, highlight "Practice" and press **SELECT, Up, Right, Down, Right, SELECT** You will hear a sound and see "HERE COMES A NEW CHALLENGER" at the bottom of the screen You can now select four new characters in any game mode Evil Ryu, Evil Hokuto, Cycloid Gamma and Cycloid Beta
Hidden Bonus Game
Again, in the Mode Select Screen, highlight "Practice" and press **SELECT, Up, Up, Right, Up, Right, Up SELECT** You will hear a sound and see "HERE COMES A NEW GAME MODE" at the bottom of the screen Enter the Practice Mode and you will see a new option called "Bonus Game" You can now play a 3-D version of the barrel-breaking bonus stage from the original *Street Fighter II*

STREET FIGHTER EX2 PLUS

Unlock All Hidden Characters
At the "Mode Select" screen, move the cursor to "Bonus Game," then press **SELECT, SELECT, Up, SELECT, SELECT, SELECT, SELECT, Up, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT** A message will immediately appear after entering it correctly
Unlock All Bonus Games
At the "Mode Select" screen, move the cursor to "Bonus Game," then press **SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, Up, SELECT, Right, SELECT, SELECT.** A message will immediately appear after entering it correctly
Unlock Maniac Mode
At the "Mode Select" screen, move the cursor to "Practice" then press **SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, Down, SELECT, Right, SELECT, Down, SELECT, SELECT, SELECT, SELECT** Maniac Mode will appear under Practice Mode/Trial Mode A message will immediately appear after entering it correctly
Unlock Sample Data
At the "Mode Select" screen, move the cursor to "Practice," then press **SELECT, Down, SELECT, Left, SELECT, Up, SELECT, Up, SELECT, Right, SELECT, Up, SELECT, Left, SELECT, Up, SELECT, Right, SELECT.** The "Sample" option will appear in the pause screen only in Maniac Mode A message will immediately appear after entering it correctly

STREET SKATER

Secret Codes
Enter the following codes at the main menu You'll hear a voice say "Yeah!" each time you enter a code correctly
Right, O, □, **Left,** □, O, **R1, L1**—Unlock courses
Right, Right, R1, R2, Left, Left. L1, L2—Unlock all boards
Left, Left, □, **Right, Right,** O, **R1, R1**—Unlock Sarah
Left, Right, O, □, **R2, L1, L2, R1**—Unlock Mick
Right, O, **Left, Left,** O, O, □, □—Unlock Ronobo

STREET SKATER 2

Secret Codes
Enter the following codes at the title screen You'll hear a special sound effect after entering a correct code.
Unlock all skaters—**Left, Left,** O, O, **L2,** □, **Right, R2**
Unlock all boards—O, O, □, O, □, □, O, **R1**
Unlock all courses—**Left, Right, Left, Right,** O, O, **R1,** □
Max Trick Level and Skill Points—**L1,** □, **Left, Left, R2, Left, R1, Left**
Unlock "Movie" item in main menu—**R2, R2, L1, L2, L1, R1, R1, R1**
Alternate Clothes
Hold **L1, L2, R1** as you select a character at the "Skater Select" screen

SUPERCROSS CIRCUIT

Secret Codes
From the main menu, select "Arcade," then select "Bonus Items " Next, press □ to enter any of the codes below
Rig helmets—BIG_HELMETS
Headless riders—SLEEPYHOLLOW
Invisible bikes—FLOATING

SYPHON FILTER 2

Hard Difficulty
At the title screen, hold **Up + SELECT + L1 + R2** + □ + O and press X twice If you entered the code correctly, a message will appear when you take control of your character saying that you're playing at the Hard difficulty setting
End Level
During gameplay, press **START** to enter the sub-screen Then, move the cursor to "Map " Next, hold **Right + L2 + R2** + O + □ and press X You'll hear a special sound effect if you entered it correctly The "End Level" item will appear within the "Cheats" menu under the "Options" menu.
Super Agent
During gameplay, press **START** to enter the sub-screen Then, move the cursor to "Weaponry." Next, hold **L2 + SELECT** + O + □ and press X You'll hear a special sound effect if you entered it correctly The "Super Agent" item will appear within the "Cheats" menu under the "Options" menu
Watch All Movies
During gameplay, press **START** to enter the sub-screen Then, move the cursor to "Briefing." Next, hold **Right + L1 + R2** + O and press X You'll hear a special sound effect if you entered it correctly The "Disc 1 Movies" and "Disc 2 Movies" items will appear within the "Cheats" menu under the "Options" menu

T'AI FU: WRATH OF THE TIGER

In-Game Cheats
At any time during gameplay—not while paused—press **R2,** △, **R2,** △, O, X, □ to enable cheats, once you've received a confirming message, you can enter any of the following codes for different effects:
• Refill Chi—**R2,** △, **R2,** △, **Left, Right,** □
• Refill health—**R2,** △, **R2,** △, **Left, Right,** O
• Nine lives—**R2,** △, **R2,** △, **Left, Right,** X

• Tamporary invincibility—**R2, △, R2, △, Left, Right, R2**
• Half Size Enamies—**R2, △, R2, △, Left, Right, Down**
• Double Siza Enamias—**R2, △, R2, △, Left, Right, Up**
• All Fighting Styles—**R2, △, R2, Left, Right, △**

TARZAN

Stage Select
At the main menu, prass **Laft, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down** A naw manu item, "Chaats" will appear Aftar antaring this manu, you can press **Right** and **Left** to cycla through the diffarent lists of stages.
In-Game Chaat Manu
First enter the code abova Bafora you antar the "Cheats" manu, press **L1, R1, L1, R1, L1, R1, L1, R1, L2, R2** You'll haar a spacial sound affact aftar inputting it correctly Whan you press **START** to pausa during gameplay, a naw manu item, "Chaat Manu" will appaar.

TENCHU: STEALTH ASSASSINS

Restore Health
Press **START** during tha game to pause, than press **Left, Left, Down, Down, □, □, △, □** to refill your anargy
Increasa Item Capacity to 99
At the item select screen, hold **L1** and press **Left, Left, Down, Down, □, □, △, □.**
Unlock All Secret Ninja Tools
At the item select screen, hold **R1** and press **Left, Left, Down, Down, □, □, △, O**
Increase Item Inventory
At the item select screen, hold **L2** and press **Left, Left, Down, Down, □, □, △, ×**
Ayame's Sexy Armor
At the item select screen, press **Left, Left, Down, Down, □, □, △, O**
Enable Japanese Voice-Over
At the "Select Stage" screen, hold **L1** and press **Left, Left, Down, Down, □, □, △, O**
Enable Enemy Layout Selection Screen
At the "Select Stage" screen, Hold **R1** and press **Left, Left, Down, Down, □, □, △, ×**
Debug Mode
At any time during the game, press **START** to pause, then hold **L1 + R2** and press **Up, △, Down, ×, Left, □, Right, O** Next, release **L1 + R2** and press **L1, R1, L2, R2,** than press **START** to unpause Now you can call up a programmers debug menu at any time during the game by pressing **L2 + R2**. The debug menu allows you to do all kinds of incredible things, including refilling your items, warping to any point in any stage, placing enemies or objects wherever you want them and much more

TENCHU 2: BIRTH OF THE ASSASSINS

Unlock Missions
At the "Mission" screen, hold **O + □ + SELECT** and press **Right, Right, Right, Up, Left, Down, R2**
Unlock Tatsumaru
At the "Mission" screen, hold **O + □** and press **R1, R2, L2, L1, Up, Down, Left, Right, SELECT** You must press **Right** or **Left** repeatedly to scroll the selected character to **Tatsumaru**
Unlock Office in Mission Editor
From the main menu, select "Mission Editor." Then, select "Edit Mission." Next, at the "Edit Mission" screen, hold **L2** and press **O, □, Left, Right, O, □** You'll hear a special sound effect if you entered the code correctly Now, when you adjust your "Mission Settings," you'll be able to select the Office location instead of the Dojo
Unlock Missions in Mission Editor
At the "Edit Mission" screen, hold **O** and press **Up, Up, Down, Down, Left, Right.** To unlock additional missions, you may also hold **O + R2** and press **Up, Down, Down, Right, Left, Left** You'll hear a special sound effect if you entered either code correctly
Unlock All Items
At the "Items" screen, press **□, □, O, □, O, O, Left, Up, Down, Right, R2, R2** All items will appear after entering the code correctly
Increase Item Count
At the "items" screen, hold **R1 + □** and press **Right, Down, Left, Up** The inventory of each of your items will increase by 1 after entering the code correctly You may enter this code repeatedly to obtain up to 98 of avary item
Complete Map
At any time during gameplay, hold **SELECT** and press **O** five times After entering this code correctly the entire mission's map will be revealed You'll have to repeat this code every time you look at the map
Restore Health
At any time during gameplay, press **START** to pause, then hold **□** and press **Left, Right, Up, Down** When you release **□** the game will unpause automatically and you'll have all your health Each time you use this code, it will count as being spotted once

TEST DRIVE LE MANS

Secret Codes
Change your name to any of tha names below to get tha corresponding effects:
Race as tha Audi R8R—**M A Y O U**
Race as tha BMW V12 LMR—**P O H L I N**
Race as tha Toyota GT-1—**P I N O U**
Race as the Spacecraft on a course in space—**N A I M A R**
Race as the Spacecraft—**M M 1**
Race as tha Jet—**M M 2**
Race as tha Mad car—**M M 3**
Race as tha Taxi—**M M 4**
Race as tha Bus—**M M 5**
Race as tha Ica car—**M M 6**
Race as tha Submarine—**M M 7**
Race as tha Hot Dog—**H O T D O G**
Race as tha Cheese—**F R O M A G E**
Race as tha PorkPie—**P I E**
Race as the Pizza—**P I Z Z A**
Race as Taam Baptiste—**B U G G Y 2**
Race as Taam Ivanov—**B U G G Y 3**
Race as Taam Lumiere—**B U G G Y 4**
Race as Taam Morgen—**B U G G Y 5**
Race as Taam Robarts—**B U G G Y 6**
Race as Taam Rossi—**B U G G Y 7**
Race as Taam Xu—**B U G G Y 8**
Alternate "Try Again" screen—**J A C K P O T**

TEST DRIVE OFF-ROAD 3

Cheat Codes
From the main menu, select "Arcade." At the "Name Entry" screen, enter any one of the codes below. You'll hear a bird chirp after entering a correct code. You may toggle each cheat code on and off in the "Cheat Menu" screen under the "Options" menu. Note the spaces in some of the codes.
Sumo Style—YOKOZUNA
Stunt Mode—TURN TRICKS
All Upgrades—MAD HOOKUP
All Divisons—SAD CLOWN
All Tracks—LEAD TO ROME
All Cheats—ZAKARY X

THRASHER: SKATE AND DESTROY

Secret Character
From the main menu, select "Skate," then select "Roach" as your character At the character name screen, enter "beesurfguy" as your name

TIME CRISIS

Secret Cheat Menu
At the title screen, shoot the black area in the upper portion of the letter "R" in the *Time Crisis* logo two times, then shoot the center of the target next to the letter "E" two times A secret menu will appear that allows you to start with up to nine lives, gain infinite continues ("Coin=Free") and naver have to reload ("Shot=Free")

TINY TANK

Level Select
From the main menu, move the cursor to "New Game," then hold down **L1 + L2 + R1 + R2 + Left + O** and press **SELECT**

TOMB RAIDER

Stage Skip
During the game, press **SELECT** to access the inventory screen, then press **L2, R2, L1, O, △, L1, R2, L2** You'll hear a moan to confirm the code. Now exit the inventory screen and you'll immediately warp to the end of the current stage
Access All Weapons
During the game, prass **SELECT** to access the inventory screen, then press **L1, △, R2, L2, L2, R2, O, L1** You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons.
Note The above codes only work while you're using Control Method 1. If you're using Control Method 2 or 3, just press **Down** at the inventory screen and select the "Controls" option Switch to Control Method 1 and you'll be able to enter the codes as described above, once you've entered the code, you can switch back to your preferred control method and continue the game

TOMB RAIDER II

All Weapons & Items
Using the **R2** button, step left, step right, then left. Switch to the **R1** button and walk backwards, then forwards Turn completely around three times, then do a backwards jump and hit the Roll button (O in the default control configuration) to face the opposite direction in mid-air If you did it right, you will hear a rifle load You'll get all weapons fully loaded up to 999 shots, 99 big and small HealthPaks and 99 flares.
Level Skip
Using the **R2** button, step left, step right, then left. Switch to the **R1** button and walk backwards, than forwards Turn completely around three times, then do a forward jump and prass the Roll button (O in the default control configuration) to face the opposite direction in mid-air Lara will freaze and you'll warp to the end of the current level

TOMB RAIDER III

Secret Room
To find a secret littla room in Lara's mansion, go behind tha diving board and push the button you find thara A door will opan up near the stairway in the main hall There's a lever Pull tha levar, do a flip, hit the sprint button and head for tha door across the way bafora it closes Inside is a collection of Lara's prizes,
Cheat Codes
These codes can be antered at any tima during gamaplay (not while pausad). You must antar tham fairly quickly:
• All Waapons, Items & Ammo—**L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, L2, R2** Lara will scream if you've antared the code correctly
• Level Skip—**L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2** Lara will say "No" if you enter the code correctly
• All Secrets—**L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, R2, L2, L2, L2** Lara will sigh if you enter the code correctly This code gives you credit for finding all of the secrets in the current level Remember to enter this code on EVERY level if you want to access the secret All Hallows stage
• Racetrack Key (in Lara's Home)—**R2 L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2** Enter this code in Lara's Mansion and you'll get a key that unlocks tha dune buggy track outside
• Refill Health—**R2, R2 L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2** You'll hear Lara wince when you enter this code correctly

TOMB RAIDER CHRONICLES

Get Every Item for the Current Level
At any time during gameplay, press **SELECT** to enter the sub-screen. Then, hold **Down + R1 + R2 + L1 + L2** and press **△** You won't receive any special confirmation for entering this code correctly, but if you look at the sub screen again, you'll see new items in your inventory
Unlimited Medipacks & Ammo, Plus Revolver & LaserSight
At any time during gameplay, press **SELECT** to enter the sub-screen, then move the cursor to the Timex-TMX. Next, hold **Up + R1 + R2 + L1 + L2** and press **△** You won't receive any special confirmation for entering this code correctly, but if you look at the sub-screen again, you'll see the changes reflected in your inventory
Special Features
At any time during gameplay, press **SELECT** to enter the sub-screen, then move the cursor to the Timex-TMX. Next, hold **Down + Circle + R1 + R2 + L1 + L2** and press **△**. You won't receive any special confirmation for entering this code correctly. Next, press **START** to pause the game, then select "Quit." When you return to the title screen, you'll see a new menu item called "Special Features."

TOMB RAIDER: THE LAST REVELATION

Skip Level
At any point during a game, face exactly north (use the compass on the inventory screen to check your orientation) Then, in the inventory screen, highlight "Load," hold **L1 + L2 + R1 + R2 + Up** and press **△** If the compass needle is not pointing precisely north, the code won't work

TOMORROW NEVER DIES

In-Game Codes
At any time dunng the game, press **START** to pause and enter any of these codes in. The game will automatically un-pause after a correct code has been entered You may re-enter the same code to turn its effects off Entering the "Debug Info" code multiple times will allow you to view diffarent screens of debugging output
100% Health—**SELECT, SELECT, O, O, Up, Up, SELECT**
0% Health—**SELECT, SELECT, O, O, Down, Down, SELECT**
Invincible—**SELECT, SELECT, O, O, △, △, △, △**
Invulnerable to Enamy Bullets—**SELECT, SELECT, O, O, △, SELECT**
HUD Toggle—**SELECT, SELECT, O, O, Laft, Right, SELECT**
Max Weapons—**SELECT, SELECT, O, O, L1, L1, R1, R1**
Complata Mission—**SELECT, SELECT, O, O, SELECT, O**
Run faster—**SELECT, SELECT, O, O, □, □, O, O**
Main Menu Codes
Entar thesa chaats at tha main manu You'll haar a special sound affect aftar entering a correct code Movias can ba accessed from tha "Options" screan. For tha "Access All Missions" code, you'll be able to select any mission avan though some of tham may ba dimmad
Unlock All Movies—**SELECT, SELECT, O, O, L1, L1, L1, L1, L1, L1, L1**
Accass All Missions—**SELECT, SELECT, O, O, L1, L1, O, L1, L1**

TONY HAWK'S PRO SKATER

Cheat Codes
Enter aach of the following codes in tha middla of a game You must press **START** to pause tha game, input the code, and prass **START** again to unpause After successfully inputting a coda and before pressing **START** for the second tima to unpausa, tha pausa screan will shake left to right briefly. You may have to quit the current game a restart a new one to see some of the codes' effects For the Unlock Levels code, you will still be able to play all the levels even though the screen will tell you they aren't unlocked
Unlock Levels, Videos, Boards, & Officer Dick—Hold **L1** and press **O, Right, Up, Down, O, Right, Up, □, △**
All stats at 10—Hold **L1** and press **□, △, Up, Down**
All stats at 13—Hold **L1** and press **X, □, □, △, Up, Down**
Unlock Levels—Hold **L1** and press **△, Right, Up, □, △, Left, Up, □, △**
Unlimited Special—Hold **L1** and press **X, △, O, Down, Up, Right**
Big Head Mode—Hold **L1** and press **□, O, Up, Left, Left**
Unlock "Skip to Restart" in pause menu—Hold **L1** and press **□, O, X, Up, Down**
Slow Motion Mode—Hold **L1** and press **□, Left, Up, □, Left**
Unlock Private Carrera
First, enter the Officer Dick code, or unlock him through normal means Next, enter Career mode and choose Officer Dick as your character During gameplay, press **START** to pause the game, then hold **L1** and press **△, Up, △, Up, O, Up, Left, △** Note that this time the screen will not shake when you correctly enter the code Next, quit career mode From the main menu, begin career mode again and select "Continue," and Private Carrera will apear in place of Officer Dick

TONY HAWK'S PRO SKATER 2

Unlock Almost Everything
At any time during a Career Mode game, press **START** to pause, then hold **L1** and press **X, X, X, □, △, Up, Down, Left, Up, □, △, X, △, O, X, △, O** The words on the pausa menu will shake after entering the code correctly Next, select "End Run," and messages will appear describing all the newly unlocked items and features This code unlocks everything in the game except the secret character Private Carrara
Unlock Private Carrera
At any time during a Career Mode game, press **START** to pause, then hold **L1** and press **Down, Up, Left, Left, O, Left, Up, △, △, Up, Right, □, □, Up, X** The words on the pause menu will shake after entering the code correctly Next, selact "End Run" and you'll get credit for finding all of the gaps in the game, which unlocks Private Carrera as a playable character
Secret Codes
At any time during gameplay, press **START** to pause, then enter any of the following codes.
Infinite Special—Hold **L1** and press **X, △, O, O, Up, Left, △, □**
Faster gameplay—Hold **L1** and press **Down, □, △, Right, Up, O, Down, □, △, Right, Up, O**
Fatter player—Hold **L1** and press **X, X, X, X, Left, X, X, X, X, Left, X, X, X, X, Left** You may enter this code multiple times to increase the effect
Thinner player—Hold **L1** and press **X, X, X, X, □, X, X, X, X, □, X, X, X, X, □.** Enter this code multiple times to increase the effect
Turn blood off—Hold **L1**, press **Right, Up, □, △** Repeat the code to turn the blood back on
All stats at 10—Hold **L1** and press **X, △, O, □, △, Up, Down**

Big head—Hold **L1** and press □, O, **Up, Left, Left**, □, **Right, Up, Left**
Sections of the area flash different colors—Hold **L1** and press **Down, Up**, □, O, **Up, Left, Up**, ×
Extremely low gravity—Hold **L1** and press **Left, Up, Left, Up, Down, Up**, □, △, **Left, Up, Left, Up, Down, Up**, □, △
Flying skater—Hold **L1** and press **Up, Up, Up, Up**, ×, □, **Up, Up, Up, Up**, ×, □, **Up, Up, Up, Up**
Wireframe graphics—Hold **L1** and press **Down**, O, **Right, Up**, □, △

TREASURES OF THE DEEP

Code Collection
Each of the following codes must be entered while the game is paused, just press **START** to freeze the action at any time and you're good to go Note that most of these codes can be deactivated, just enter the same code a second time to switch it off
• Refill air & health—**Down**, ×, **Left**, □, **Up, Up**, △, △, **Right, Right**, O, O, **Up, Down, Left, Right**, ×, ×
• Infinite air—**Down**, ×, **Left**, □, **Up, Up**, △, △, **Right, Right**, O, O, △, O, ×, □, **Up, Right, Down, Left**
• Infinite health—**Down**, ×, **Left**, □, **Up, Up**, △, △, **Right, Right**, O, O, △, △, ×, ×
• Max continues—**Down**, ×, **Left**, □, **Up, Up**, △, △, **Right, Right**, O, O, **R2, R2, R2, L2, L2, L2**
• Turbo speed—**Down**, ×, **Left**, □, **Up**, Up △, △, **Right, Right**, O, O, **R1, R2, R1, R2, R1, R2**
• All equipment—**Down**, ×, **Left**, □, **Up, Up**, △, △, **Right, Right**, O, O, **L1, L1, L1, L1, R1, R1, R1, R1, L2, L2, L2, L2, R2, R2, R2, R2**
• All weapons—**Down**, ×, **Left**, □, **Up, Up**, △, △, **Right, Right**, O, O, **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2**
• Reveal entire map—**Down**, ×, **Left**, □, **Up, Up**, △, △, **Right, Right**, O, O, □, ×, O, ×, □
• No fines for killing endangered species—**Down**, × **Left**, □, **Up, Up**, △, △, **Right, Right**, O, O, **R2, R1, L2, L1**
• Open all doors—**Down** ×, **Left**, □, **Up, Up**, △, △, **Right, Right**, O, O, ×, O, △, □
• Disable currents—**Down**, ×, **Left**, □, **Up, Up**, △, △, **Right, Right**, O, O, **R1, L1, L2, R2**, ×
• Extra $2,000,000 gold—**Down**, ×, **Left**, □, **Up**, Up, △, △, **Right, Right**, O, O, **R1, R2, L1, L2, R1, R2, L1, L2**
• Unlimited payload—**Down**, ×, **Left**, □, **Up**, Up, △, △, **Right, Right**, O, O, △, **Up**, ×, **Down**
• Get Atlantis tablet piece for current stage—**Down**, ×, **Left**, □, **Up, Up**, △, △, **Right, Right**, O, O, **L1, L2, L1, L2**, □, O
• Complete current mission—**Down**, ×, **Left**, □, **Up, Up**, △, △, **Right, Right**, O, O, △, △, △, **Down, Down, Down**
• Access all missions—**Down**, ×, **Left**, □, **Up, Up**, △, △, **Right, Right**, O, O, **Down, Right, Up, Left**, △, ×
• All missions complete—**Down**, ×, **Left**, □, **Up, Up**, △, △, **Right, Right**, O, O, □, ×, ×, ×, □, △, △, △, □, ×, ×, ×
• Overhead Camera Angle—**Down**, ×, **Left**, □, **Up, Up**, △, △, **Right, Right**, O, O, △, □, ×, □
• Super Spear Gun—**Down**, ×, **Left**, □, **Up, Up**, △, △, **Right, Right**, O, O, ×, **Up**, △, **Down**
• Extra time in Shark Attack bonus stage—**Down**, ×, **Left**, □, **Up, Up**, △, △, **Right, Right**, O, O, **L2, L2, L2, R1, R1, R1, R2, L1**

TRICK N SNOWBOARDER

Resident Evil Snowboarders
At the title screen, press △, △, ×, ×, □, O, □, O You'll hear a special sound effect if you enter it correctly At the main menu, select "Free" mode and select a course At the "Player Select" screen, press **L2** or **R2** to access Leon, Claire or a Zombie character from the *Resident Evil* series

TRIPLE PLAY 2001

Triple Play Dream Team
From the main menu, select "Single Game " Then, when you reach the Team Select screen, press **Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right** You'll hear a confirmation and the currently selected team will change to the Triple Play Dream Team

TWISTED METAL 4

Secret Passwords
From the main menu, select "Options," then select "Password " and enter any of the passwords below You'll hear a laughing sound after entering a correct code
God Mode— **Down, Left, L1, Left, Right**
Unlock Minion—△, **L1, L1, Left, Up**
Unlock Sweet Tooth—**START, R1, Right, Right, Left**
Unlock Crusher—**Down, R1, Right, R1, L1**
Unlock Moon Buggy—**START**, △, **Right, L1, START**
Unlock RC Car—**Up, Down, Left, START, Right**
Unlock Super Auger—**Left**, O, △, **Right, Down**
Unlock Super Axel—**Up, Right, Down, Up, L1**
Unlock Super Thumper—O, △, **START**, O, **Left**
Unlock Super Slamm—**Right, L1**, START, O, **START**
All items are Napalms—**Right, Left, R1, Right**, O
Unlimited special weapons—△, **L1, Down**, △, **Up**
CPU attacks only you—**Right**, △, **Right**, △, **L1**

ULTIMATE FIGHTING CHAMPIONSHIP

Secret Characters
From the main menu, select "CREATE FIGHTER." Next, select "Create a new fighter" and input any name for your new fighter You can enter any values for the various parameters except for "Home Town," where you should enter one of the names below Continue to select "OK" for all prompts until one appears that says "Save this character?" Select "NO." Finally, another prompt will appear that says "Are you sure you want to end this mode?" Select "OK." You won't get any special confirmation, but the corresponding hidden fighter will appear in the bottom two rows of the character selection screen when you start another game
O C T A G O N—Unlock Ulti Man
C I R C L E—Unlock Sumo Wrestler
S T R E E T—Unlock Street Fighter
M A T—Unlock Amateur Wrestler
More Secret Characters
To unlock these secret characters, follow the same directions as above, but input the names under "First Name" instead of "Home Town."
B i g J o h n—Unlock John McCarthy
S m i l e—Unlock Card Girl
M a s k—Unlock Pro-Wrestler
S a s u k e—Unlock Ninja Fighter
K u n g - F u—Unlock Kung Fu Fighter
C h o p—Unlock Karate Fighter
P u n c h—Unlock Freestyle Boxer

UM JAMMER LAMMY

Sound Test
If you uncover all of the chocolate pieces at the stage select menu, you'll find a new option called "Special" at the main menu, it's a sound test menu that allows you to listen to any song from the game while you watch Milk Can perform Press **L1, R1** or any of the four main action buttons to trigger a special move for each of the performers

URBAN CHAOS

Unlock All Levels
At the main menu, make sure the cursor is not on "Options," then hold **R1 + L1 + SELECT** and press **START** You'll hear a special sound effect and the words "All Levels Cheat Enabled" will appear at the bottom of the screen if you entered the code correctly
Extra Weapons
At any time during gameplay, hold down □ + O + △ + × and press **Right** Each time you do this, weapons will appear around you to pick up

VIGILANTE 8: 2ND OFFENSE

Secret Codes
From the main menu, enter the "Options" menu, then select "Game Status" and move the cursor to one of the pictures of the game's characters Press **L1 + R1** at the same time, and you'll be able to enter a code at the bottom of the screen You hear someone say "Funky!" after entering a correct code For the "Watch all endings" code press × again immediately after entering the code.
Faster finng rate—RAPID_FIRE
Slower gameplay—GO_SLOW_MO
Higher suspensions—JACK_IT_UP
Faster cars—MORE_SPEED
Heavier cars—GO_RAMMING
Quick start in Arcade Mode—QUICK_PLAY
Play alone in Arcade Mode—HOME_ALONE
No gravity—NO_GRAVITY
Big wheels—GO_MONSTER
Watch all endings—LONG_MOVIE
No wheel attachment icons—DRIVE_ONLY
Super missiles—BLAST_FIRE
Attract enemies—UNDER_FIRE
Select same cars in multi-player—MIXED_CARS
Unlock Original Vigilante 8 Levels
At any time during gameplay, press **START** to pause the game Press the **OPEN** on the PlayStation console and replace the *Vigilante 8: 2nd Offense* game disc with the original *Vigilante 8* game disc. You'll see the message "V8 Levels Enabled!" appear on the screen When you return to the main menu and start another game, you'll be able to select levels from the original *Vigilante 8*

WCW MAYHEM

Secret Passwords
Enter any of the following passwords at the Pay Per-View Password screen
P L Y H D N G Y S—Hidden wrestlers unlocked
C B C K R M S—Special area select
C H T 4 D B S T—Quest cheat enabled
D P L G N G R S—Doppleganger select enabled
N G G D Y N L N—Test Case 1 unlocked
P L Y N T R C L S C—Classic Nitro setting
P R N T M M N T M—Momentum print enabled
P R N T S T M N—Stamina print enabled
M K S P R C W S—Bionic created wrestlers
M S K D L T L R Y—Masked Little Rey Enabled

WCW NITRO

Secret Characters
At the title menu—the one that says "Start Game" and "Options"—press **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT**, you'll hear a sound to confirm the code Now you have access to 48 secret characters
Secret Arenas
At the options menu, highlight the "Ring" option Instead of pressing **Left** or **Right** on the D-pad to change the ring, press **R1, R2, R1, R2, SELECT** to advance through the list (or **L1, L2, L1, L2, SELECT** to go back through the list) When you do this, you'll be able to access several secret rings, including a spaceship, a graveyard and more.
Change Body Size
Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match Note To deactivate any of these codes, just enter the same code again or enter a different code
• Big Head—**R1, R1, R1, R1, R1, R1, R2, SELECT**
• Big Head, Hands and Feet—**R2, R2, R2, R2, R2, R2, R1, SELECT**
• Swelling Head—**L1, L1, L1, L1, L1, L1, L2, SELECT** (you look normal at the start, but your head gets bigger each time you get hit)

WCW/NWO THUNDER

Secret Characters
At the title menu—the one that says "Start Game" and "Options"—press **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT**, you'll hear a sound to confirm the code Now you have access to 96 secret characters
Secret Arenas
At the options menu, highlight the "Ring" option Instead of pressing **Left** or **Right** on the D-pad to change the ring, press **R1, R2, R1, R2, SELECT**, then press **SELECT** repeatedly to advance through the list When you do this, you'll be able to access several secret rings, including a space station, "Hades" and more
Change Body Size
Enter one of the following codes at the character select screen to change the way your wrestler appears during the match Note To deactivate any of these codes, just enter the same code again or enter a different code
• Big Head—**R1, R1, R1, R1, R1, R1, R2, SELECT**
• Big Head, Hands and Feet—**R2, R2, R2, R2, R2, R2, R1, SELECT**

WILD 9

Cheat Codes
Each of the following cheats can be entered while the game is paused
• Red Beam—**Right, Up, Left**, O, Up, O, O
• Restore Energy—**R1**, △, **L1, Left**, △, O, ×
• 10 Grenades—**R1**, ×, **R1, Right**, □, **Right**, □
• 10 Missiles—X, O, **R1, Right**, △, ×, △
• Open all Levels—**Up, Left, Down, R2, Right**, □, × (Exit the game after entering this code, choose "START" and select the "Continue Current Game" option, you can access any stage at the map screen)

WIPEOUT 3

Secret Codes
Enter the following codes at the "Default Names" screen, under "Options / Game Setup." The entire screen will quickly flash white upon entry of a correct code
W I Z Z P I G—Unlock all tracks
J A Z Z N A Z—Unlock Phantom class
A V I N I T—Unlock more ships
T H E H A I R—Unlock all Challenges
B E B E D E E—Speed Pads are white
C A N E R _ W—Unlock prototype courses
M O O N F A C E—Infinite Hyper-thrust
D E P U T Y—Infinite random weapons (press □ during the game to obtain a new weapon)
B U N T Y—Unlock all tournaments
G E O R D I E—Infinite shields and Hyper-thrust

WU-TANG: SHAOLIN STYLE

Unlock All Characters
At the main menu, press **Right, Right, Right, Right, Left, Left, Left, Left**, □, O, □, O
Even More Characters
After entering the above code, in Versus Mode you may play as additional characters by holding **SELECT** and pressing × while the cursor is at any of the original nine characters as shown below You won't see the new character until gameplay begins
Feermentor—Hold **SELECT** and press × at RZA
Cenith—Hold **SELECT** and press × at GZA
Lecher—Hold **SELECT** and press × at Ol' Dirty
Xin—Hold **SELECT** and press × at Inspecta Deck
Bone Gear—Hold **SELECT** and press × at Raekwon
Gasche—Hold **SELECT** and press × at Masta Killa
Otis—Hold **SELECT** and press × at Ghostface Killah
Sinensis—Hold **SELECT** and press × at U-God
Hystnx—Hold **SELECT** and press × at Method Man

X GAMES PRO BOARDER

Secret Passwords
× O × △ △ □—Unlock all normal circuits
△ × □ × △ O—Play as Ollie B
△ × □ × △ O—Unlock Super Circuit and extra boarders

X-MEN: MUTANT ACADEMY

Unlock Everything
At the main menu, quickly press **SELECT, Up, L2, R1, L1, R2**

X-MEN VS. STREET FIGHTER

Secret Options Menu
At the main menu—the one that says "Battle Mode/Vs Mode/Training Mode" etc.—press △, △, **Right**, O, **L1**, you must enter this code very quickly If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options
• "Game Mode" lets you use a limited version of the "tag team" option from the *X-Men vs Street Fighter* arcade game To do this, set "Game Mode" to "Original", then start a game in Vs Mode At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order (For example If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's **L1 + R1** if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent
• If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs Mode
Play as Apocalypse
First, beat the game in Battle Mode at any difficulty setting without losing a single round Once you've accomplished this, start a game in Vs Mode At the character select screen, highlight Akuma, hold the **SELECT** button and press any action button Apocalypse will appear as your chosen character. Here are some of his moves
→ ↓ ↘ + Punch—Ground Pound
↓ ↘ → + Medium Punch—Shoulder Rockets
↓ ↘ → ↗ + Fierce Punch—Drill
↓ ↘ → ↓ ↘ → + any button—Mace
Alternate Chun-Li Costume
Highlight Chun-Li at the character-select screen, hold the **SELECT** button and press any action button to choose her Chun-Li will appear in her *Street Fighter Alpha* costume

XENA: WARRIOR PRINCESS

Invincibility
At the main menu, press **Up, Up, Up**, O, □, **Up, Right, Left**. You'll hear a special sound effect to confirm the code.
4x Sword & Armor Upgrades
At the main menu, press △, □, △, □, □, **Up, Up, Up**

ZERO DIVIDE

Hidden Game
Put *Zero Divide* into your PlayStation, hold the **SELECT** and **START** buttons on Controller 2 and turn the **POWER** switch on Continue to hold the buttons down while the game loads, instead of *Zero Divide*, you'll get a hidden version of *Phalanx*, a classic Super NES shooter Use Controller 2 to play the game

A BUG'S LIFE

Stage Select

At the "Flik's Journey" screen, hold C▲ and press the R button. Now point the analog joystick to the Right and you'll see that the entire game has been unlocked, allowing you to start at any stage

ALL STAR BASEBALL 99

Secret Codes

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects. Codes will remain active until you turn the game off; to deactivate a code, just enter it again or see below

ATEMYBUIK—Unlocks secret "Alienapolis Park" stadium in Exhibition Mode
PRPPAPLYR—Players are paper-thin
GOTHELIUM—Players' heads, feet, hands and bats are big
ABBTNCSTLO—Some players are fat, others are thin
BBNSTRDS—Big baseball
GRTBLSFDST—Baseball leaves a smoking trail

Note: With the exception of the "Alienapolis Park" code, each of the above cheats can be toggled on and off at any time during gameplay with the following button codes, you don't need to enter the above passwords to use these.

- Players are paper-thin—Pause the game, then hold Z and press C◀, C▶, A, C▶, A, C▼, C▼, C▲, C▲, C▼
- Players' heads, feet, hands and bats are big—Pause the game, then hold Z and press C▲, C▶, A, C◀, C◀, B, C▲, C◀, C◀
- Some players are fat, others are thin—Pause the game, then hold Z and press A, C◀, C◀, C▶, C▲, B, C▶
- Big baseball—Pause the game, then hold Z and press C◀, A, C▶, C▼, B, A, C◀, C◀
- Baseball leaves a smoking trail—Pause the game, then hold Z and press B, C◀, C▲, C▶, C▼, B, A, C◀, C◀

ALL STAR BASEBALL 2000

Cheat Passwords

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects

BCHBLKTPTY—Big baseball
FLYAWAY—Players fly back into the dugout when they're out
MYEYES—Sherbet stadium
TOMTHUMB—Tiny players
WLDWLDWST—Baseball leaves a smoking trail
WTOTL—Dark stadium

Secret Codes

At any time during the game, press **START** to pause, then enter any of the following codes to get different effects:

- Big baseball—At the pause menu, hold Z and press C◀, A, C▶, C▼, B, A, C◀, C◀
- Baseball leaves a smoking trail—At the pause menu, hold Z and press B, C◀, C▲, C▶, C▼, B, A, C◀, C◀

ALL STAR BASEBALL 2001

Secret Codes

Enter any of the codes below at the "Secret Codes" screen from the Options menu. A text message will appear after you enter a correct code

Aluminum bats—HOLLOWBATS
Ball trail mode—WLDWLDWST
Big ball mode—BCHBLKTPTY
Dark stadium—WTOTL
Foggy stadium—MYEYES
Tiny players—TOMTHUMB
Players fly back to the dugout when they're out—FLYAWAY

ARMY MEN: AIR COMBAT

Unlock All Missions & Helicopters

At the main menu, select "Password." Then, press **R, C◀, Right, Up, A**. When you start a campaign, all of the missions and helicopters will be available to you.

ARMY MEN: SARGE'S HEROES

Cheat Codes

Choose "Input Code" from the main menu, then enter any of the following passcodes to get different effects.

MMLVSRM—Max Ammo
NSRLS—All weapons
DRVLLVSMM—Mini mode
THDTST—Display programmers' debug info on screen
PLSTRLVSVG—Play as Plastro
GRNGRLRX—Play as Vikki
TNSLDRS—Play as Tin Soldier

Level Passwords

Spy Blue—TRGHTR
Bathroom—TDBWL
Riff Mission—MSTRMN
Forest—TLLTRS
Hoover Mission—SCRDCT
Thick Mission—STPDMN
Snow Mission—BLZZRD
Shrap Mission—SRFPNK
Fort Plastro—GNRLMN
Scorch Mission—HTTTRT
Showdown—ZBTSRL
Sandbox—HTKTTN
Kitchen—PTSPNS
Living Room—HXMSTR
The Way Home—VRCLN

ARMY MEN: SARGE'S HEROES 2

Secret Codes

Enter these codes from the "Input Code" screen under the main menu. You'll hear a special sound effect and the name of the code will appear on the screen after entering it correctly.

Play as Vikki—GRNGRLRX
Play as Plastro—PLSTRLVSVG
Tin Soldier—TNMN
Mini Mode—DRVLLVSMM
All Weapons—GBZRK
Max Ammo—SLGFST

Level Codes

Enter these codes from the "Input Code" screen under the main menu. You'll hear a special sound effect and the name of the code will appear on the screen after entering it correctly.

Bridge—FLLNGDWN
Fridge—GTMLK
Freezer—CHLLBB
Inside Wall—CLSNGN
Graveyard—DGTHS
Castle—FRNKNSTN
Tan Base—BDBZ
Revenge—LBBCK
Desk—DSKJB
Bed—GTSLP
Town—SMLLVLL
Cashier—CHRGT
Train—NTBRT
Rockets—RDGLR
Pool—FSTNLS
Pinball—WHSWZRD

ASTEROIDS HYPER 64

Unlock Classic Asteroids, Credits, Relentless Mode

At the main menu, hold **L** and press C◀, C▶, C▲, C▼, A, C◀, C▼, C◀, C▶, **START**. Classic Asteroids and Credits should appear immediately, and Relentless mode will appear under "Single Player Game."

Unlock Cheat Menu

At any time during gameplay, press **START** to pause, then hold **L** and press C◀, C◀, C▶, C▶, B, A, C◀, C◀, C▼, C▼, **START**. Extra options will become immediately available in the pause menu.

BANJO-KAZOOIE

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage, just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:

- Enter "CHEATLOTSOFGOESWITHMANYBANJOS" to earn infinite lives
- Enter "CHEATANENERGYBARTOGETYOUFAR" to max out the capacity of your energy bar at eight honeycomb pieces
- Enter "CHEATDONTBEADUMBOGOSEEMUMBO" to earn infinite Mumbo Tokens
- Enter "CHEATNOWYOUCANFLYHIGHINTHESKY" to earn infinite red feathers
- Enter "CHEATAGOLDENGLOWTOPROTECTBANJO" to earn infinite gold feathers
- Enter "CHEATGIVETHEBEARLOTSOFAIR" to have infinite air when underwater
- Enter "CHEATBANJOBEGSFORPLENTYOFEGGS" to earn infinite eggs

For each code, you will hear a "Mool" sound when you enter the first five letters; if you do not hear the "Mool" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Bottles' Bonus Codes

Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the C▲ button to enter the first-person camera view. Now look directly at the picture of Bottles on the wall. Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.

- Enter "BOTTLESBONUSONE" to give Banjo a big head
- Enter "BOTTLESBONUSTWO" to give Banjo big hands and feet
- Enter "BOTTLESBONUSTHREE" to make Kazooie big
- Enter "BOTTLESBONUSFOUR" to make Banjo tall and thin
- Enter "BOTTLESBONUSFIVE" to get a tall, thin Banjo with big hands and feet.
- Enter "BIGBOTTLESBONUS" to activate all of the above codes at once
- Enter "WISHYWASHYBANJO" to change Banjo into a washing machine
- Enter "NOBONUS" to deactivate all active codes

BANJO-TOOIE

Cheat Codes

As you locate the Cheato Pages in the game and return them to Cheato, he will give you codes that you can enter by shooting eggs at the letters on the wall in the Code Chamber to spell the words. However, each of the codes that he gives you will not work until after he has told you about it. The following codes can be entered at any time after you've cracked open the Code Chamber, including six codes that have the same results as the ones that Cheato and Madame Grunty give you and several new ones. Once you've entered a code, check out the sign on the wall to the right of the letter board to turn each cheat on or off.

CHEATOSREHTAEF—This code has the same effect as Cheato's "FEATHERS" code, it doubles the maximum amount of feathers that you can carry.
CHEATOSGGE—This code has the same effect as Cheato's "EGGS" code, it doubles the maximum amount of eggs that you can carry.
CHEATOFOORPLLAF—This code has the same effect as Cheato's "FALLPROOF" code, it allows you to fall from any height without losing energy.
CHEATOKCABYENOH—This code has the same effect as Cheato's "HONEYBACK" code, it causes your energy meter to slowly regenerate.
CHEATOXOBEKUJ—This code has the same affect as Cheato's "JUKEBOX" code, it allows you to listen to any of the game's music tracks by accessing the jukebox in Jolly's Inn at Jolly Roger's Lagoon.
CHEATOYGGIJTEG—This code has the same effect as Madame Grunty's "GETJIGGY" code, it activates the signs in Master Jiggywiggy's temple that tell you where the jiggies are located in each stage.
CHEATOSUPERBANJO—With this code in place, both Banjo and Kazooie will run much faster.
CHEATOSUPERBADDY—Activate this code to make the game more challenging by speeding up all of the enemies.
CHEATOHONEYKING—Enter this cheat to completely disable the honeycomb meter and air meter, now you're invincible and can stay underwater or in toxic areas for as long as you want.
CHEATONESTKING—This cheat gives you unlimited eggs and feathers, your inventory will show that you have "LOTS" of every type.
CHEATOJIGGYWIGGYSPECIAL—This code unlocks all of the doors in the Isle O' Hags area, giving you access to all levels.
CHEATOGNIMOH—This code has the same effect as the "HOMING" code that you get from having Heggy hatch the pink egg, it improves your aim when firing eggs by causing them to change direction and curve toward any nearby enemy.

The remaining two cheats will not cause new menu items to appear on the wall in the code chamber; once you have entered them, their results will immediately become effective and will remain in place.

CHEATOCASTLIST—Unlocks a new option called "Character Parade" at the Cinema menu in Replay mode; this option is normally unlocked by collecting 90 jiggies. Note that this code will not work if you have already found 90 jiggies in any one of the three saved game slots, it also will not register if you have already entered the following code.
CHEATOPLAYITAGAINSON—Unlocks all of the items in Replay mode, including the "Character Parade" movie mentioned above.

BASS HUNTER 64

Cheat Codes

Enter the following codes at the "Cheat Codes" screen under the Options menu. You'll hear a chime upon entering a correct code.

ALLDLAKES—All lakes available
ALLDCASH—Extra money
ALLDFISH—Extra fish in live well
BAGDSNAGS—No snags while fishing
HEADADBIGA—Fisherman has a big head
HYPERBOAT—Faster boat
WHATADRAG—Slower boat
RUBADUBDUB—Boat becomes a bathtub
iWINiWIN—Win tournament
NOPENALTY—No penalty for changing lures during tournament
SUPERSTRING—Unbreakable line
HAPPYFISH—More active fish
MONDOFISH—Bigger fish
FISHMAN—All fish have Al Lindner's head
WHEREDFISH—A number will appear in the corner of the screen to indicate the number of fish in the area. Below it, the weight of the biggest fish in that area will be displayed
SUPERLURE—Adds the "Super Lure" to your inventory
SILLYSOUND—Silly sound effects

BATTLETANX

Secret Codes

Choose "Input Code" from the Game Setup menu and enter any of the following cheat codes:

MSTSRVV—Invincibility
CRSTLCLR—Invisibility
LTSFBLLTS—Unlimited ammo
LVFRVR—Unlimited lives
PLVRZM—All weapons
FRGZ—Giant frogs roam the streets
TDZ—Queen Lords are replaced by toads
WMNRSMRTR—Unlock Storm Ravens gang
LTSLTSGNGS—Select any gang in Campaign mode
CDPLT—Run Story (allows you to view the entire story of the game)
CJSKPFLGMH—Level code (play on State Street in Chicago, IL)
CNCTHRTM—"Trippy mode"
HVRL—"Hurl mode"

Special Weapons

During the game, collect three of the same kind of weapon power-up. Next, select that weapon and press A + B simultaneously to fire it. You'll get a "super weapon" effect that varies depending on which weapon you've collected.

BATTLETANX: GLOBAL ASSAULT

Secret Codes

Enter any of the following codes from the "Input Code" menu under the "Game Setup" screen.

All Weapons—RCKTSRDGLR
Invulnerability—HPPYHPPY
Custom Gang Unlocked—TRDDYBRRKS
Brandon Gang Unlocked—NNKNHCKS
Secret Level Unlocked—WRDRB
Level Select—80DYS

BATTLEZONE: RISE OF THE BLACK DOGS

Secret Codes

Enter any of the following codes as the Options Menu. You should hear a sound indicating the code was entered successfully.

Free buildings—Hold Z, press A, B, A, B
Free satellite—Hold Z, press B, C◀, C▶, A
Infinite ammo—Hold Z, press L, R, L, R
Infinite armor—Hold Z, press **Up, Right, Down, Left**
Unlock all missions in Single Player Pilot or Commander Mode—Hold Z, press C▲, C▶, C▼, C◀, **START**

BODY HARVEST

Cheat Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D-pad to enter the directional commands, not the analog joystick.

Smart bomb—**A**, C▲, C◀, C▶, **Left**
Restore health—**Down, Up, Right, A, B, Left**, C▶
All artifacts—**Up**, C▶, C▶, **Z, Up, Left**
Dancing Adam—**Down, Up**, C▶, **Down** C▶, C▶
Bad Adam—C▼, C▶, **A**, C▼, C▶, **Left**

Tall Adam—B, A, C◀, A, C◀, A
Short Adam—Down, C▼, A, Right, Z
Kill Adam—B, Left, C▼, C▶, Down
Blouse cheat—Z, C▶, C▼, B, Left, C▶
Access all weapons—A, Right, C▼, C▶, C◀, A, Left
More powerful weapons—C▼, C◀, Up, Z, Z, Left, C▶
Surreal Mode—C▼, Up, Right, Right, C▶, A, Left
Change Nearest Harvester into Mutant—C▼, Up, Z, Z, C▶, Right
Fat Legged Aliens—Left, A, Right, Down

BOMBERMAN 64

Secret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the **START** button repeatedly, you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battle fields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter, if you're not fest enough, it won't work.

BUST-A-MOVE 2: ARCADE EDITION

Another World

At the title screen—while the words "Press Start" are flashing—press **L, Up, R, Down**. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode, you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

Character Select

Start the game in Puzzle Game mode. When the map screen appears, press **Left, Left, Up**, then hold **Down**, hold **R** and press **L**. A secret "Character Select" menu will appear. Press **Left** or **Right** to change to a different character, then press **A** or **START** to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

BUST-A-MOVE '99

Another World

At the title screen—while the words "Press Start" are flashing—press **B, Left, Right, B**. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode, you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

CHOPPER ATTACK

Secret Options Menu

At the title screen—when the words "Press **START** Button" are flashing—hold the **Z** button and press **Right, Left, Up, Down, A, B, START** (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear, it features stage-select, sound test and "Texture Mode" options (in Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky"). There's also a "Score Attack Mode" setting: turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

COMMAND & CONQUER

Select Any Mission

At the title screen, press **B, A, R, R, A, C▶, Up, Down, A** quickly. You won't get any special signal to confirm the code, but if you don't enter it correctly, you'll have to reset the machine to try again. Next, from the main menu, select "Replay Mission." At the screen that appears, press **L**, a list of all the missions in the game will appear.

CONKER'S BAD FUR DAY

Secret Cheat Codes

From the main menu, select "Options," then select "Cheats." Now enter any of the following cheats at the screen that follows:

BOVRILBULLETHOLE—Start game with 50 lives
WELDERSBENCH—Unlock all chapters
WELLYTOP—Unlock Conker in Multiplayer mode
EASTEREGGSRUS—Unlock Neo Conker in Multiplayer mode
BILLYMILLROUNDABOUT—Unlock Gregg the Grim Reaper in Multiplayer mode
CHINDITVICTORY—Unlock Weasel Henchmen in Multiplayer mode
EATBOX—Unlock Cavemen in Multiplayer mode
RUSTYSHERIFFSBADGE—Unlock Sergeant and Tediz Leader in Multiplayer mode
BEEFCURTAINS—Unlock Villager and Zombies in Multiplayer mode
DUTCHOVENS—Start with frying pan in the Race Multiplayer game
DRACULASTEABAGS—Start with beseball bat in the Race Multiplayer game

CRUIS'N USA

Secret Stages

At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows:

Golden Gate Park (lower-left corner)—Hold **L + C◀ + C▶**
San Francisco (lower-right corner)—Hold **L + C▶ + C▼**
Indiana (upper-right)—Hold **L + C◀ + C▶**

Secret Vehicles

At the "Choose Car" screen, press and hold the **C◀, C▶** and **C▼** buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press **A, Z** or **START** to confirm your choice.

Lights + Siren

Race in any stage until you reach the Top Ten high score table. Enter your initials, then press **Down** to move to the bottom of the list of high scorers and hold **Left** to make the conveyor belt move. Keep holding **Left** for over 30 seconds, you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerata button.)

CYBERTIGER

Unlock Characters & Courses

From the main menu, select **"Play."** Then, from the "Games" menu, select any game except Battle Mode. Next, from the "Golfers" screen, press **A** to edit any golfer, then select "Edit Name" to change your golfer's name to any of the names below. You'll get immediate confirmation after entering a correct code:

Unlock alternate Lilliger—Prodigy
Unlock Marvin the alien—Ufo
Unlock Kimmi—Rapper
Unlock Starr—Retro
Unlock Festus—Goiddgr
Unlock Delvis—Delvis
Unlock Cindy—Instyle
Unlock Bobby—Brat
Unlock Twfan—Cybertw
Unlock Eagamer—Willi
Unlock Robert—Ice
Unlock Bengal—Tigerrrr
Unlock Traci—Safari
Unlock Volcano course—Sthelens

DAIKATANA

Secret Codes

Enter the following codes at the stage select screen (where your stage is displayed and text scrolls at the bottom of the screen). You'll hear a special sound effect after entering each code correctly.

Start with all weapons—C◀, C▼, C▶, C◀, Z, L, R, C◀, C▼, C▶, C◀
Unlock all levels—C◀, C▶, C▼, C◀, R, L, X, C◀, C▶, C▼, C◀

DIDDY KONG RACING

Play as Drumstick

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head, if you touch that frog with your vehicle, Drumstick will be released.

Play as TT

To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you, he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode, the codes that can affect the "Adventure" mode are marked with an asterisk (*).

ARNOLD—Big characters*
TEENYWEENIES—Small characters*
JUKEBOX—Music menu (appears under "Audio Options")
FREEFRUIT—Start with 10 bananas
BLABBERMOUTH—Horn cheat (pressing Z will make your character speak instead of honking the horn)*
WHODIDTHIS—Display credits (when you exit the Magic Codes menu)
BYEBYEBALLOONS—Disable weapons
NOYELLOWSTUFF—Disable bananas
BOGUSBANANAS—Bananas reduce speed
VITAMINB—No limit to bananas
BOMBSAWAY—All balloons are red (missiles)
TOXICOFFENDER—All balloons are green (drop items)
ROCKETFUEL—All balloons are blue (turbo)
BODYARMOR—All balloons are yellow (shields)
OPPOSITESATTRACT—All balloons are rainbow (magnets)
FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)
ZAPTHEZIPPERS—Turn off zippers
DOUBLEVISION—Select same player (both players can choose the same character)*
OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)
JOINTVENTURE—Enable two-player "Adventure" mode*
TIMETOLOSE—Ultimate AI (smarter computer opponents)

DOOM 64

Cheat Password

Enter the following password to start on Level 1 with all of the weapons in the game:

?TJL BDFW BFGV JVVB

With this password in place, press **START** to pause, you'll see a new option at the pause menu called "Features." This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press **Left** or **Right** to change the name of the stage and press a **C** button to warp there.

DUKE NUKEM 64

Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press **Left, Left, L, L, Right, Right, Left, Left**. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):

- Invincibility On/Off—Press the **R** button seven times, then press **Left**
- Monsters On/Off—Press **L, C◀, Left, R, C▶, Right, Left, Left**
- All Items On/Off—Press **R, C▶, Right, L, C◀, Left, C▶, Right**
- Level Select—Press **L, L, L, C▶, Right, Left, Left, C◀**

With the codes in place, enter the "Cheats" option and you'll find all the cheats unlocked.

DUKE NUKEM: ZERO HOUR

Cheat Codes

Enter any of the codes below at the title screen when the words "Press Start" are flashing. You'll hear a special sound effect after entering a correct code:

First Person Mode—**Down, Down, A, Z, Z, Left, A**
Action Nukem Mode—**Down, Down, A, Z, Z, Left, A**
Start with infinite ammo: 30-30—**C◀, C▼, C◀, C▶, L, R**
Start with infinite ammo: Freezer—**Down, Up, A, L, R, Z**
Extra Multiplayer Characters Group 1—**A, L, R, Left, B, Down, Up**
Extra Multiplayer Characters Group 2—**B, A, A, R, L**
Extra Multiplayer Characters Group 3—**L, L, Up, Down, R, B, A**
Extra Multiplayer Characters Group 4—**B, B, B, R, Left, A**
Extra Multiplayer Characters Group 5—**Right, B, Left, L, A, Z**
Extra Multiplayer Characters Group 6—**Up, Down, B, A, A, Left**

EXCITEBIKE 64

Cheat Codes

From the main menu, hold **L + C▼ + C▶** and press **START**. If you input the code correctly the "Enter A Cheat Code" screen will appear. Next, you can enter any of the codes below:

Invincibility—MOWER
Transparent riders—XLURIDER
Debug mode—IMGOINGNOW
Odd color mode—ROTCOLS
All stunts unlocked—TRICKSTER
Big head mode—BLAHBLAH
Invisible riders—INVISRIDER
Mirror mode—YADAYADA
Night mode—MIDNIGHT
Stunt bonuses—SHOWOFF
Pinhead mode—PINHEAD
"Beat This!" enabled—PATWELLS
See team photo during "Credits" sequence—UGLYMUGS

EXTREME G

Cheat Codes

At the vehicle select screen, press **R** to call up the control configuration menu. Highlight the "Name" option and press **A**, then enter any of the following code words as your name and press **START** to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects, to deactivate a specific code, just enter it again.

ANTIGRAV—Enter this code to turn the entire course upside-down
ARSENAL—With this code in place, you'll have an endless supply of weapon pick-ups
BANANA—Enter this code to make the tracks extremely slippery
FERGUS—With this code in place, choose "Shoot 'em Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovern, director of Probe Entertainment
FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video
GHOSTLY—Makes the course graphics semi-transparent
MAGNIFY—Changes the in game viewpoint to resemble the view from a magnifying lens
NITROID—Gives you an infinite supply of nitro speed bursts
RA50—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position, now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.
ROLLER—Changes all of the vehicles on the track into boulders
STEALTH—Makes all of the vehicles invisible
UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature, this makes the graphics appear more "pixelated"
WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics
XTREME—Increases your vehicle's top speed
XGTEAM—Enter this name, then press **R** again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

EXTREME-G 2 (XG 2)

Cheat Codes

At the vehicle select screen, press **R** to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects, to deactivate a specific code, just enter it again.

2064—Changes all vehicles into *WipeOut*-style planes
FLICK—Blurry graphics
LINEAR—Wireframe graphics mode
MISTAKE—Infinite special weapons
NOPANEL—Removes all timers, gauges and counters from the screen

NEUTRON—"*Tron*" mode (alternate track graphics)
NITROID—Infinite Nitro boosts
PIXIE—Deactivates the Nintendo 64's "anti-aliasing" feature, this makes the graphics ap pear more "pixelated"
RASO—With this cheat in place, press **START** at any time during a race to pause, then se-lect "Quit" from the pause menu Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused If you pause before the starting gun in a qualifying race, you'll get the first pole position, now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race
SPIRAL—Makes the screen rotate continu-ously during a race
SPYEYE—Overhead camera angle
XCHARGE—Infinite weapon energy and shield energy
XXX—Increases your vehicle's top speed

F-1 WORLD GRAND PRIX

Secret Codes
Each of the following codes must be entered as follows Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press A. Next, highlight the "Edit Name" option and press A twice, the first letter of the driver's last name should be highlighted Now use the D-pad and/or joystick to change his last name to any of the following code words. *Important:* You must press A when you are finished entering the name If you press B, you will exit out of the "Edit Name" function and the driver's name will not be changed
• Enter "MUSEUM" as the driver's last name, then exit to the title screen, you'll find a new option called "Gallery".
• Enter "CREDITS" as the driver's last name, then exit to the title screen, you'll find a new option called "Credits"
• Enter "PANDORA" as the driver's last name, then exit to the title screen Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical chal-lenge scenarios will be unlocked, including the secret "Ultimate" challenge
• Enter "VACATION" as the driver's last name, then exit to the title screen Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano
• Enter "CHROME" as the driver's last name, then exit to the title screen Choose "Start" and access the "Drivers" menu in any game mode, you'll find a new driver named "Silver Driver"
• Enter "PYRITE" as the driver's last name, then exit to the title screen Choose "Start" and access the "Drivers" menu In any game mode, you'll find a new driver named "Gold Driver".

F-ZERO X

Cheat Code
At the "Select Mode" screen, press **L**, **Z**, **R**, C▲, C▼, C◀, C▶, **START**, you'll hear a signal to confirm Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been un-locked
Shrink Vehicles
At the "Select Machine" screen, press L + R + C◀ + C▼, all of the available vehicles will shrink

FIFA: ROAD TO WORLD CUP 98

Secret Cheats
To access each of the following cheat codes, choose "Customize Squad" from the main menu, then select the "Player Edit" option and follow the instructions below
• Small Players—Choose the "USA" league, select the Vancouver team and change any player's name to "KERRY"
• Ghost Players—Choose the "Zone 4—UEFA" league, select the Slovakia team and change any player's name to "LASKO".
• Invisible Players—Choose the "England" league, select the Sheffield W team and change any player's name to "WAYNE"
• Players Fall Down Randomly—Choose the "Zone 4—UEFA" league, select the R Ireland team and change any player's name to "SPUD" Start a game and you'll find that players on both teams will fall down ran-domly—usually at inopportune times
• Invisible Stadium—Choose any team and change any player's name to "CATCH22".
• Invisible Walls—Choose the "Zone 4—UEFA" league, select the Wales team and change any player's name to "WARREN" Now the ball can't go out of bounds
• Black Line Mode—Choose the "Zone S—CONCACAF" league, select the Canada team and change any player's name to "MARC"
• Upside-Down Screen—Choose the "Zone 2—OFC" league, select the Australia team and change any player's name to "NWODEDISPU" or choose the "USA" league, select the Vancouver team and change any player's name to "TED".
• Access Road to World Cup, Round 2—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "YUJI" Now choose "Road to World Cup 98" from the main menu and you'll find that you can access the First or Final Round without playing the Qualifying Round
• Unlimited Player Attribute Points—Choose the "USA" league, select the Vancouver team and change any player's name to "DAVE" Now select any player on any team and choose the "Edit Attributes" option You can now set all attributes as high as you want, the "Points Remaining" counter will go into neg-ative numbers
• Watch Victory Animations—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "NORIE". Now choose "Road to World Cup 98" from the main menu, when the round select screen appears, press C◀ + C▶ + Z. A special screen will appear. Press **Left** or **Right** to choose any victory animation sequence (from A to H) and press A to view it

FORSAKEN 64

Secret Codes
Each of the following codes works at the *Forsaken 64* title screen, while the words "Press Start" are going by in green letters To deacti-vate a code you've entered, just input the same code again
• Turbo Crazy Mode—**B**, **B**, **R**, **Up**, **Left**, **Down**, C▶, C◀
• Psychidelic Mode—**A**, **R**, **Left**, **Right**, **Down**, C▶, C◀, C▼
• Wireframe Mode—**L**, **L**, **R**, **Z**, **Left**, **Right**, C▲, C▶
• Gore Mode—**Z**, **Down**, C▲, C◀, C◀, C◀, C◀, C▼
• Stealth Mode—**Up**, **Up**, **Up**, **Up**, **Right**, **Down**, C◀, C◀
• Infinite Primary Weapon—**A**, **R**, **Z**, **Right**, C▲, C▶, C▼, C▼
• Infinite Secondary Weapon—**B**, **B**, **Z**, **Left**, **Left**, C▲, C◀, C▶
• Infinite Weapon Energy—**L**, **Z**, **Left**, **Right**, **Down**, **Down**, C▶, C▼
• Infinite Titans—**A**, **B**, **L**, **Up**, **Up**, C▲, C▲, C▶
• Infinite Solaris—**B**, **L**, **L**, **Z**, **Up**, **Down**, C▲, C▲
• Kill Enemies with One Shot—**B**, **B**, **B**, **L**, **R**, **Left**, **Down**, **Down**
• Freeze Enemies—**R**, **Z**, **Right**, **Right**, C▲, C◀, C▶, C▼

FOX SPORTS COLLEGE HOOPS '99

Secret Codes
Access the "Secret Codes" input screen from the options menu and enter any of the fol-lowing passwords to get different effects.
N O G G I N—Big head mode
G H O S T—Ghost mode
Z – W O O D—Z-Axis basketball court
T E A M – Z—Z-Axis team
N O F A N S—Dark background, improved frame rate
T R A I L S—"Trippy" ball effect
B U Z Z Z—No shot clock
T H I R T Y—60-second game
H O M I E—Home team is favored
M O N K E Y—Alternate sound effects

GOLDENEYE 007

Note Enter all *GoldenEye 007* codes with the D-pad, not the analog joystick
In-Game Codes
Enter the following codes at any time during gameplay A message will appear in the lower left corner of the screen after entering a cor-rect code
• Invincibility
1) Hold **L** and press **Down**
2) Hold **R** and press C▶
3) Hold **R** and press C▲
4) Hold **L** and press **Right**
5) Hold **L** and press C▼
6) Hold **R** and press C▲
7) Hold **L** and press **Right**
8) Hold **R** and press **Down**
9) Hold **L** and press **Left**
10) Hold **L** + **R** and press C▶
• All Guns
1) Hold **L** + **R** and press **Down**
2) Hold **L** and press C◀
3) Hold **L** and press C▶
4) Hold **L** + **R** and press C◀
5) Hold **L** and press **Down**
6) Hold **L** and press C▼
7) Hold **R** and press C◀
8) Hold **L** + **R** and press C▶
9) Hold **R** and press **Up**
10) Hold **L** and press C◀
• Maximum Ammo
1) Hold **L** + **R** and press C▶
2) Hold **R** and press **Up**
3) Hold **R** and press **Down**
4) Hold **R** and press **Down**
5) Hold **L** + **R** and press C▶
6) Hold **L** + **R** and press **Left**
7) Hold **R** and press **Down**
8) Hold **R** and press **Up**
9) Hold **L** + **R** and press C▶
10) Hold **R** and press **Left**
• Line Mode
1) Hold **R** and press C▼
2) Hold **L** + **R** and press **Down**
3) Hold **L** and press **Right**
4) Hold **R** and press C▲
5) Hold **L** + **R** and press C▶
6) Hold **R** and press **Up**
7) Hold **L** and press **Down**
8) Hold **L** and press **Right**
9) Hold **R** and press C◀
10) Hold **R** and press C▲
• Invisibility
1) Hold **R** and press C◀
2) Hold **L** + **R** and press C▲
3) Hold **L** + **R** and press **Left**
4) Hold **L** + **R** and press **Up**
5) Hold **R** and press **Up**
6) Hold **L** and press C◀
7) Hold **R** and press C▲
8) Hold **L** and press C▼
9) Hold **L** + **R** and press **Left**
10) Hold **R** and press **Right**
• Invisibility (Multiplayer Only)
1) Hold **L** and press C▲
2) Hold **L** + **R** and press C◀
3) Hold **R** and press **Up**
4) Hold **L** and press C▶
5) Hold **R** and press C◀
6) Hold **L** and press **Right**
7) Hold **L** + **R** and press C◀
8) Hold **L** and press C▶
9) Hold **L** and press **Up**
10) Hold **L** + **R** and press C▼
Stage Select Codes
From the main menu, enter these codes at the "Stage Select" screen You'll hear a special sound effect after entering a correct code Note that each of the following codes will only work if all the previous missions are al-ready unlocked For example, in order to un-lock all the missions from a new game, all the codes must be entered in the order they ap-pear
• Unlock Facility
1) Hold **L** + **R** and press C▲
2) Hold **R** and press C◀
3) Hold **L** and press **Left**
4) Hold **R** and press C▲
5) Hold **L** and press **Left**
6) Hold **R** and press C▼
7) Hold **L** and press C▶
8) Hold **R** and press **Right**
9) Hold **L** + **R** and press C▲
10) Hold **L** and press **Right**
• Unlock Runway
1) Hold **L** + **R** and press **Left**
2) Hold **R** and press **Left**
3) Hold **L** and press C▲
4) Hold **L** and press **Left**
5) Hold **R** and press C▲
6) Hold **R** and press C▼
7) Hold **R** and press C▶
8) Hold **R** and press **Right**
9) Hold **L** and press **Down**
10) Hold **R** and press C◀
• Unlock Surface
1) Hold **R** and press C◀
2) Hold **L** + **R** and press C▲
3) Hold **L** and press **Left**
4) Hold **R** and press **Up7**
5) Hold **R** and press **Left**
6) Hold **L** and press **Up**
7) Hold **R** and press C▼
8) Hold **L** and press **Right**
9) Hold **L** and press C▶
10) Hold **L** + **R** and press **Down**
• Unlock Bunker
1) Hold **L** and press C▼
2) Hold **R** and press **Right**
3) Hold **L** and press C▶
4) Hold **R** and press C◀
5) Hold **L** and press C▼
6) Hold **L** + **R** and press **Left**
7) Hold **L** and press C▶
8) Hold **L** + **R** and press **Up**
9) Hold **R** and press C▶
10) Hold **L** and press **Up**
• Unlock Silo
1) Hold **L** and press **Up**
2) Hold **R** and press C▼
3) Hold **L** and press **Left**
4) Hold **R** and press **Down**
5) Hold **L** and press C◀
6) Hold **L** + **R** and press C▶
7) Hold **L** and press C▲
8) Hold **R** and press **Right**
9) Hold **R** and press **Right**
10) Hold **R** and press C▶
• Unlock Frigate
1) Hold **R** and press C▲
2) Hold **L** and press **Down**
3) Hold **R** and press C▶
4) Hold **L** and press **Left**
5) Hold **L** + **R** and press **Up**
6) Hold **L** + **R** and press C▼
7) Hold **R** and press C▶
8) Hold **R** and press **Up**
9) Hold **L** + **R** and press C▼
10) Hold **R** and press **Up**
• Unlock Surface II
1) Hold **L** and press C▼
2) Hold **L** + **R** and press C▶
3) Hold **R** and press C▶
4) Hold **R** and press C▲
5) Hold **R** and press C◀
6) Hold **L** and press **Right**
7) Hold **L** + **R** and press C▲
8) Hold **L** and press C▲
9) Hold **L** + **R** and press **Down**
10) Hold **L** and press C▶
• Unlock Bunker II
1) Hold **L** and press **Down**
2) Hold **R** and press **Down**
3) Hold **L** + **R** and press C▲
4) Hold **L** and press **Left**
5) Hold **L** + **R** and press **Right**
6) Hold **L** and press C◀
7) Hold **R** and press **Right**
8) Hold **L** and press C▲
9) Hold **L** and press **Left**
10) Hold **L** and press C▼
• Unlock Statue
1) Hold **L** + **R** and press C▼
2) Hold **L** + **R** and press C▼
3) Hold **L** and press **Right**
4) Hold **L** + **R** and press **Left**
5) Hold **R** and press **Left**
6) Hold **R** and press C▶
7) Hold **L** + **R** and press **Left**
8) Hold **R** and press C▲
9) Hold **R** and press C▼
10) Hold **R** and press **Right**
• Unlock Archives
1) Hold **R** and press **Left**
2) Hold **L** + **R** and press **Up**
3) Hold **L** + **R** and press C▼
4) Hold **R** and press **Left**
5) Hold **L** + **R** and press C▼
6) Hold **L** and press **Left**
7) Hold **L** + **R** and press **Right**
8) Hold **L** + **R** and press C▼
9) Hold **L** and press **Up**
10) Hold **R** and press C▼
• Unlock Streets
1) Hold **L** + **R** and press C◀
2) Hold **L** and press C▼
3) Hold **L** and press **Up**
4) Hold **L** + **R** and press C▼
5) Hold **R** and press C▶
6) Hold **R** and press C▼
7) Hold **R** and press **Left**
8) Hold **R** and press C▼
9) Hold **R** and press C▲
10) Hold **L** and press **Down**
• Unlock Depot
1) Hold **L** and press **Down**
2) Hold **L** and press **Down**
3) Hold **R** and press C▼
4) Hold **L** and press C▶
5) Hold **L** + **R** and press **Right**
6) Hold **R** and press C◀
7) Hold **L** and press **Down**
8) Hold **L** and press C◀
9) Hold **L** and press C▶
10) Hold **L** and press **Up**
• Unlock Train
1) Hold **R** and press **Left**
2) Hold **R** and press C▼
3) Hold **R** and press C▶
4) Hold **L** + **R** and press **Left**
5) Hold **L** and press **Right**
6) Hold **R** and press C▼
7) Hold **L** and press **Left**
8) Hold **L** + **R** and press C◀
9) Hold **L** and press **Up**
10) Hold **L** and press C▲
• Unlock Jungle
1) Hold **R** and press C▼
2) Hold **R** and press **Left**
3) Hold **L** + **R** and press **Up**
4) Hold **R** and press **Right**
5) Hold **R** and press **Down**
6) Hold **R** and press **Down**

7) Hold R and press Up
8) Hold R and press C◀
9) Hold R and press C▲
10) Hold L + R and press Left
• Unlock Control
1) Hold L and press C▼
2) Hold R and press Down
3) Hold L and press Right
4) Hold R and press C▶
5) Hold R and press C▼
6) Hold R and press Left
7) Hold R and press Left
8) Hold R and press C▲
9) Hold R and press Left
10) Hold L + R and press C▲
• Unlock Caverns
1) Hold L and press Down
2) Hold R and press C▼
3) Hold L + R and press Up
4) Hold L and press Right
5) Hold R and press C▲
6) Hold R and press C◀
7) Hold R and press Up
R) Hold L and press C◀
9) Hold L and press Up
10) Hold R and press C▼
• Unlock Cradle
1) Hold L + R and press C▲
2) Hold L and press Left
3) Hold R and press Down
4) Hold L and press Down
5) Hold L and press C▲
6) Hold L and press Down
7) Hold R and press Right
R) Hold R and press C▲
9) Hold L and press C◀
10) Hold R and press Right
• Unlock Magnum
1) Hold R and press C▼
2) Hold R and press Left
3) Hold L and press Right
4) Hold L + R and press C▶
5) Hold L and press Down
6) Hold L + R and press C▲
7) Hold L and press Left
R) Hold L + R and press C▲
9) Hold L + R and press Right
10) Hold L and press C◀
• Unlock Aztec
1) Hold L + R and press Up
2) Hold L + R and press C▶
3) Hold L and press Down
4) Hold R and press Right
5) Hold R and press Up
6) Hold L and press Down
7) Hold L and press Left
8) Hold L and press C▶
9) Hold L + R and press C▶
10) Hold L and press Left

Easy Cheat Options

Choose a game file, then enter any of the following codes at the "Select Mission/Multiplayer" menu screen If you have not previously earned any of these cheats through normal gameplay, a new menu item called "Cheat Options" will appear the first time you enter one of the codes At the Cheat Options menu, you can toggle each individual cheat on or off You can also enter these codes at the Cheat Options menu itself, but you won't see the new menu items appear until you back out to the previous screen, then go back into Cheat Options

• Paintball
1) Hold L and press Up
2) Press C▲
3) Hold R and press Right
4) Hold L + R and press C◀
5) Hold L and press Up
6) Hold R and press C▼
7) Hold L and press C▼
R) Hold L + R and press C▼
9) Hold L + R and press Up
10) Hold L and press C▼
• Invincibility
1) Hold R and press Left
2) Hold L and press Down
3) Press Left
4) Press Up
5) Press Down
6) Hold R and press C◀
7) Hold L and press C▶
R) Hold L + R and press Left
9) Hold L + R and press Right
10) Hold L and press C◀
• DK Mode
1) Hold L + R and press Up
2) Press C▶
3) Hold R and press Left
4) Hold R and press Up
5) Press Up
6) Hold R and press Right
7) Press Up
R) Hold L + R and press C▼
9) Hold L + R and press Down
10) Hold L + R and press C◀
• 2x Grenade Launcher
1) Hold R and press Down
2) Hold R and press Up
3) Press Right
4) Hold L + R and press C▼
5) Hold L and press Right
6) Hold R and press Left
7) Press Left
R) Press Down
9) Press Up
10) Hold R and press C▼
• 2x Rocket Launcher
1) Hold R and press Right
2) Hold L and press Up
3) Press Down
4) Press Down
5) Hold R and press C▼
6) Hold L and press Left
7) Hold L and press C◀
R) Hold R and press Up
9) Hold R and press Down
10) Hold R and press C◀
• Turbo Mode
1) Hold L and press Down
2) Hold L and press C▼
3) Hold L + R and press Up
4) Hold R and press C▼
5) Press Left
6) Hold R and press Down
7) Hold L and press C▼
R) Press Up
9) Hold R and press Down
10) Hold L and press Right
• No Radar [Multi]
1) Hold R and press Up
2) Press C▼
3) Press C◀
4) Press C▲
5) Hold L and press Down
6) Hold R and press Up
7) Press C◀
8) Press Right
9) Hold R and press Left
10) Hold R and press Right
• Tiny Rond
1) Hold L + R and press Down
2) Hold R and press Down
3) Hold L and press C▼
4) Press Left
5) Hold R and press C◀
6) Hold L + R and press C▼
7) Press Right
R) Press Down
9) Hold R and press C▼
10) Hold R and press Right
• 2x Throwing Knife
1) Hold R and press C▼
2) Hold L and press Left
3) Press Up
4) Hold L + R and press Right
5) Press Right
6) Hold L + R and press C◀
7) Hold L + R and press C◀
R) Hold R and press Down
9) Hold R and press Left
10) Hold R and press C◀
• Fast Animation
1) Hold L and press C▼
2) Hold L and press C◀
3) Press C▼
4) Press C▶
5) Press C◀
6) Hold L + R and press Right
7) Press C▶
8) Hold L + R and press Up
9) Hold R and press C◀
10) Hold L and press Left
• Rond invisible
1) Hold L + R and press C◀
2) Hold L + R and press C▼
3) Hold L and press C◀
4) Hold R and press C◀
5) Hold R and press Right
6) Hold L + R and press Left
7) Hold L and press Right
R) Press Left
9) Hold L + R and press C◀
10) Hold L and press Down
• Enemy Rockets
1) Hold L + R and press C▼
2) Press C◀
3) Hold R and press C▼
4) Press C▼
5) Press C▼
6) Hold L + R and press C▼
7) Hold L + R and press Up
8) Press C▼
9) Hold R and press Up
10) Hold L and press Up
• Slow Animation
1) Hold L + R and press Left
2) Hold L + R and press Left
3) Hold L + R and press Down
4) Hold L + R and press Left
5) Press C▶
6) Hold L + R and press Down
7) Hold L + R and press Down
R) Hold L and press Down
9) Press C◀
10) Press C▲
• Silver PP7
1) Hold L and press Left
2) Hold L + R and press Up
3) Hold L and press Right
4) Hold L + R and press Up
5) Hold L + R and press C◀
6) Hold L + R and press Left
7) Hold L + R and press Down
R) Press C▼
9) Hold L + R and press Right
10) Hold L + R and press Left
• Activate 2x Hunting Knife
1) Hold R and press C▼
2) Hold L and press Right
3) Hold R and press C◀
4) Hold R and press Right
5) Hold L + R and press Right
6) Hold L + R and press Up
7) Hold L and press Down
8) Hold R and press Left
9) Hold L and press Right
10) Hold L and press C◀
• Infinite Ammo
1) Hold L and press C◀
2) Hold L + R and press Right
3) Press C▶
4) Press C◀
5) Hold R and press Left
6) Hold L and press C▼
7) Hold L + R and press Left
8) Hold L + R and press C▼
9) Hold L and press Up
10) Press C▶
• 2x RC-P90
1) Press Up
2) Press Right
3) Hold L and press Left
4) Hold R and press Down
5) Hold L and press Up
6) Hold L and press C◀
7) Hold L and press Left
8) Press C▶
9) Press C▲
10) Hold L + R and press Down
• Gold PP7
1) Hold L + R and press Right
2) Hold L + R and press Down
3) Hold L and press Up
4) Hold L + R and press Down
5) Press C▲
6) Hold R and press Up
7) Hold L + R and press Right
R) Hold L and press Left
9) Press Down
10) Hold L and press C▼
• 2x Laser
1) Hold L and press Right
2) Hold L + R and press C◀
3) Hold L and press Down
4) Hold R and press Left
5) Hold R and press Down
6) Hold L and press Right
7) Press C▲
R) Press Right
9) Hold R and press Right
10) Hold L + R and press Up
• All Guns
1) Press Down
2) Press Left
3) Press C▲
4) Press Right
5) Hold L and press Down
6) Hold L and press Left
7) Hold L and press Up
R) Press C▶
9) Press Left
10) Press C▼

Extra Characters in Multiplayer Mode

Select a file and choose Multiplayer mode (You must have at least two controllers plugged in to access this option) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen
1) Hold L + R and press C◀
2) Hold L and press C▲
3) Hold L + R and press Left
4) Hold L and press Right
5) Hold R and press Down
6) Hold L + R and press C◀
7) Hold L and press C◀
R) Hold L + R and press Right
9) Hold L + R and press C▼
10) Hold L and press Down

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen

HEXEN

Cheat Menu

During the game, press START to pause When the "Paused" menu appears, quickly press C▲, C▼, C◀, C▶ A new option called "Cheat" will appear Highlight this option and press A to bring up a "Cheats" menu, now you can activate the following cheat options by entering the following codes *quickly* at the "Cheats" menu

God Mode (invincibility)—C◀, C▶, C▼
Clipping (walk through walls)—Press C▲ 20 times, then C▼
Visit (stage select)—C◀, C◀, C▶, C▶, C▼, C▲
Butcher (kill all enemies in the area)—C▼, C▲, C◀, C◀
Health (refill health)—C◀, C▲, C▼, C▼
Collect All Keys—C▼, C▲, C◀ C▼
Collect All Artifacts—C▲, C▶, C▼, C▲
Collect All Weapons—C▶, C▲, C▼, C▼
Collect Puzzle Items—C▲, C◀, C◀, C◀, C▶, C▼, C▼

HOT WHEELS TURBO RACING

Secret Codes

Each of the following codes can be entered at the main menu to get the corresponding effect before each race Note that these button sequences must be entered very quickly to get them to register, you'll hear a signal to confirm each code if you're quick enough Note that you can only have ONE of these codes active at any time

Race at night—C▲ C▲, C▼, C▼, C◀, C▶, C◀, C▼
Mirror mode—Z, R, Z, Z, R, Z, Z, Z
Unlimited Turbos—C▶, Z, C▲, C▼, R, C◀, Z, C▶

Passwords

Highlight "Sign In" at the main menu and press Left or Right to access the Password option Enter any of the following passwords to unlock different features

P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"
T W J M—Unlock "Tow Jam" vehicle

IGGY'S RECKIN' BALLS

Secret Codes

At the title screen menu, press R + Z to access a cheat menu Use the D pad or joystick and the A button to enter any of the following codes, you should hear a signal when you press START to confirm each code Once a code is in place, you can turn its effects on or off by pressing START during the game, you'll find a "Cheat Menu" option at the "Paused" menu

THEUNIVERSE—Allows you to access all of the secret worlds
HAPPYHEADS—Unlocks all but one of the secret characters
GOOEYGOOGOO—"Slime Mode" (all tracks are gooey)
ICEPRINCESS—"Ice Mode" (all tracks are slippery)
GORARY—Gives you a maxed-out turbo meter
2TIMES—2X Turbo Mode (turbo boosts last twice as long)
NONSTOP—"Roll Mode" (constant turbo)
SWOPSHOP—Randomly switches the characters' accessories (hair, glasses, spikes, etc)
ROLFHARRIS—Activates the black-&-white "Pencil Sketch" mode
2ROKTOO—Activates "Dark City" mode, in which the only lighting comes from the balls themselves
MICROBALLS—Activates "Tiny Mode"
TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)
JUMPAROUND—Level Select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)
ROMFERRALL—Just bombs
1HITWONDERS—Activates "Sudden Death" mode
IMALLOUT—No weapons
NOGOODIE—Bomb pickups
SIOOTSHOT—Blue Balls
OIMY—Activates "Explosive Mode"

INDIANA JONES AND THE INFERNAL MACHINE

Secret Passcodes

Choose "Options" from the main menu, then select "Passcodes " Enter any of the following codes at the screen that follows You'll hear a camera shutter sound effect after entering a correct code

F O R G E O F F—Unlock all levels
R E A L H A R D—Harder difficulty
C H E E S E ! !—View development team photo
A B S P A N N—Watch ending credits
M U C K E—Unlock "Concert Hall" within the "Museum" item in the Options menu
A N C I E N T—Unlock "Ancient Art" within the "Museum" item in the Options menu

INDY RACING 2000

Secret Codes

At the main menu, select "Gold Cup " Next, select any empty file and enter any of the words below as your name at the screen that follows. For the "Gallery" code, a gallery of objects and tracks from the game will be displayed immediately after you enter the code correctly. You may press START at any time while in the gallery to return to the game

All Gold Cup cars—Y O U _ D A _ M A N

Gallery—W O O D Y _ C O O K I E S

JEREMY MCGRATH SUPERCROSS 2000

Cheats Menu

At the main menu, press L, C◀, L, C◀, L, C▼, C◀, C▼. If you input the code correctly, a cheats menu will immediately appear

KEN GRIFFEY JR.'S SLUGFEST

Secret Codes

Each of the following codes is activated by choosing "Create a Player" from the main menu. When the "Personal Attributes" screen appears, enter "CODE" for the player's first name, then follow the instructions below to complete each sequence. Note that you should hear a signal to confirm each code and you will automatically return to the main menu after you've entered the last name. In each of the following examples:

- For thin players, enter the name "CODE TOOTHPICK"
- For flat, paper-thin players, enter the name "CODE STEAMROLLED".
- For thin players with huge arms and chests, enter the name "CODE THETICK"
- For thin players with huge heads and legs, enter the name "CODE WEEBLEMAN".
- For tiny players, enter the name "CODE LIDDLELEAGUE"
- For invisible players, enter the name "CODE INVISIBLEMAN".
- For players with large bats, enter the name "CODE PHATTBATT"
- For players with big feet, enter the name "CODE BIGFOOT"
- For players with big heads, enter the name "CODE BIGGHEDZ"
- To have the computer control both teams, enter the name "CODE CPUVSCPU"

KILLER INSTINCT GOLD

Boss Code

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline). When this appears, press Z, A, R, Z, A, B. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training".

Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies. When this appears, press Z, B, A, Z, A, L. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press Up or Down repeatedly to see the available hues, instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings.

More Bonus Options

As above, wait for the demo to show one of the character biographies. When this appears, press Z, B, A, L, A, Z. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available.

See the Credits

As above, wait for the demo to show one of the character biographies. When this appears, press Z, L, A, Z, A, R. You'll jump immediately to the game's ending credits sequence.

Stage Select/Music Select

When playing in two-player mode, you can choose the stage you want to fight in by holding Up or Down when you press a button to select your character as follows:

Castle Stage—Hold Up and press B
Jungle Stage—Hold Up and press C▼
Spaceship Stage—Hold Up and press C◀
Stonehenge Stage—Hold Up and press A
Museum Stage—Hold Up and press C▼
Helipad Stage—Hold Up and press C▶
Bridge Stage—Hold Down and press B
Dungeon Stage—Hold Down and press C◀
Street Stage—Hold Down and press C◀
Dojo Stage—Hold Down and press A
Spinal Ship Stage—Hold Down and press C▼

The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows:

Sabrewulf Tune—Hold Up and press B
Maya Tune—Hold Up and press C▼
Glacius Tune—Hold Up and press C◀
Tusk Tune—Hold Up and press A
Fulgore Tune—Hold Up and press C▼
Orchid Tune—Hold Up and press C▶
Jago Tune—Hold Down and press B
Gargos Tune—Hold Down and press C▼
TJ Combo Tune—Hold Down and press C◀
Kim Tune—Hold Down and press A
Spinal Tune—Hold Down and press C▼

Secret Stage

In two player mode, have both players choose their fighters by holding Down and pressing C▼, you'll fight in the secret Sky stage with Rare and *Killer Instinct* logos on the ground

KNOCKOUT KINGS 2000

Big Gloves Mode

In the middle of a game, press START to pause and press C◀, C▼, C◀, C◀, C▼. You'll hear a bell ring five times quickly. When you unpause the game, the boxers' gloves will be bigger.

Big Head Mode

In the middle of a game, press START to pause and press C▼, C▶, C▼, C▼, C▶. You'll hear a bell ring five times quickly. When you unpause the game, the boxers' heads will be bigger.

KOBE BRYANT IN NBA COURTSIDE

Note: Use the D-pad to enter the following codes, not the analog joystick.

Big Head Mode

At any time during the game, press Right, Right, Left, R, Z, START, A, START, A, START, Z on Controller 1. To return the players' heads to normal, just enter the code again.

Disco Court

At any time during the game, press A, C◀, Down, Up, C▼, R, R, B, C▶, C▶, Z on Controller 1. The stadium will change into a disco, complete with mirrored ball sparkles and colored light panels on the floor. To return the graphics to normal, just enter the code again.

Secret Teams

Highlight "Pre-Season" at the main menu, hold the L button and press START or A. When the team select menu appears, you'll find three new teams to choose from: the Nintendo Gamers, the Nintendo Plumbers and the Left Field Lefties.

Tiny Players

At the main menu, press C▶, C▼, B, R, R, C▼, Up, Down, C◀, A, Z. Now when you start a game, the players will be tiny.

Alien Team

At the main menu, press C◀, C▼, C◀, C▶, START, START, A, B, A, R, Z. Now select the Left Field Lefties team (see "Secret Teams" above) and all of the players on the Lefties will have alien heads.

LEGO RACERS

Cheat Codes

From the main menu, select "Build." Then, from the "Build Driver" screen, select "New Racer." Enter the following codes as your name at the "Make License" screen. Remember, after entering the very last letter, press Down on the D-pad instead of pressing a button. After entering a code, go straight to the "Build Car" screen and create any kind of car. As long as the driver with that name is still in your line-up of available racers, the code will be active.

P G L L R D—Only red power-ups available
P G L L Y L L—Only yellow power-ups available
P G L L G R N—Only green power-ups available
R P C R N L Y—Only grappling hook power ups available
M X P M X—Highest power-up level always active
F S T F R W R D—Faster game
N S L W J—Car doesn't slow down on rough terrain
F L Y S K Y H I G H—Flying turbo boost always active
N W H L S—Remove wheels from car
N C H S S S—Remove chassis from car
N D R V R—Remove driver from car
L N F R R R M—Open mirror version of Rocket City Run

LODE RUNNER 3-D

Unlock Worlds

While inside any level during the game, press START to pause. When the "Options" screen appears, hold Z and press R, B, A, B, A, C◀, C▼, C◀, C▶, C◀, C▶, C◀, C▶. A new option called "Unlock Worlds" will appear, set this option to "Yes" and you will be able to choose any world at the World Select screen. Note: If you can't get this code to work, hold Z and press any button at the pause menu, then try entering the code again; this should clear up the problem.

MADDEN FOOTBALL 64

Secret Teams

Choose "Season" from the main menu, then select "Front Office" and access the "Create Player" option. Now create a player with one of the following names; the player stats don't matter. Select "Continue," then "Save and Exit." Now return to the main menu and start a game in any mode. At the game setup menu, you'll find a new team that corresponds to the player you created as follows (note that all of the players on the EA Sports and Tiburon teams are 8'4" tall and are rated at 100 in all skill categories).

- Create a player named "AT MADDEN" to access the All Time Madden team
- Create a player named "SIXTIES" to access the '60s Conference B team
- Create a player named "SEVENTIES" to access the All '70s team
- Create a player named "EIGHTIES" to access the All '80s team
- Create a player named "HOWLIE" to access the '97 Conference A team
- Create a player named "LEI" to access the '97 Conference B team
- Create a player named "STATS MEN" to access the All-Time Stats Leaders team
- Create a player named "ELEC ARTS" to access the EA Sports team
- Create a player named "TIBURON" to access the Tiburon team

Secret Stadiums

Follow the instructions under "Secret Teams" above and enter the following player names to unlock secret stadiums at the "Stadium Select" menu.

- Create a player named "SAN MATEO" to access the EA Sports stadium
- Create a player named "MAITLAND" to access the Tiburon Sports Complex

See the Ending

When the EA Sports logo appears, hold L + R + Z, you'll see a sneak preview of the championship celebration from the ending of a successful season of play.

MADDEN NFL 99

Secret Codes

Choose "Code Entry" from the main menu, then select "New Code" and enter any of the following codes to unlock secret features.

B E S T N F C—Unlock NFC Pro Bowl team
A F C B E S T—Unlock AFC Pro Bowl team
B O O M—Unlock All Madden team
I M T H E M A N—Unlock All-Time Stat Leaders team
P E A C E L O V E—Unlock All '60s team
B E L L B O T T O M S—Unlock All '70s team
S P R B W L S H U F L—Unlock All '80s team
H E R E A N D N O W—Unlock All '90s team
T U R K E Y L E G—Unlock All-Time Greats team
T H R O W B A C K—Unlock NFL 75th Anniversary team
G E A R G U Y S—Unlock NFL Equipment Managers team
W E L C O M E B A C K—Unlock 1999 Cleveland Browns
I N T H E G A M E—Unlock EA Sports team
H A M M E R H E A D—Unlock Tiburon team
E A S T A D I U M—Unlock EA Sports Stadium
O U R H O U S E—Unlock Tiburon Stadium

MADDEN NFL 2000

Secret Codes

Choose "Secret Codes" from the System Options menu, then enter any of the following codes to unlock secret features:

D R B E N W A Y—Weird scoring rules
P I G S K I N S F L Y—100 yard passes
F I R S T I S 2 0—20 yards to first down
B E T H E B A L L—Ball Camera
C H A I N S M O K E R—Players Fatigue Quickly
M O O N B A L L—Super Jump
E M C 2—Curved space-time
G U I L L O T I N E—Floating heads
P A I N F U L—More injuries
Q B I N T H E C L U B—The QB is in the club
P I C K E D O F F—Frequent interceptions
R O L L E R J A M—Frequent fumbles
R E F I S B L I N D—Blind referee
M I C E A N D M E N—David vs. Goliath
M O J O—All 60s team
S I D E B U R N S—All 70s team
R E A G A N O M I C S—All 80s team
T E A M M A D D E N—All-Madden team
W E A R E T H E G A M E—EA Sports team
S H A R K A T T A C K—Tiburon team
T E T A N U S—Fantasy Team: Junkyard Dogs
S C A R Y C L O W N—Fantasy Team: Clowns
I N T H E F U T U R E—Fantasy Team: Industrials
C O W B O Y S—Fantasy Team: Marshalls
X M A S G I F T—Xmas Rush stadium
3 R I N G—Tib Bros stadium
W I L D W E S T—Dodge City Old West stadium
M A D D E N S T E I N—Maddenstein Stadium
W E P U T I T T H E R E—Tiburon Stadium
I T S I N T H E G A M E—EA Sports stadium

MAGICAL TETRIS CHALLENGE

"Endless Tetris" Stats

During a one-player game in "Endless Tetris" mode, press the A and B buttons simultaneously; you'll see the opposite side of the screen change from gray blocks to the normal playfield color. As you clear lines, colored bars will appear to indicate how many times you've scored a single, double, triple or Tetris.

MAJOR LEAGUE BASEBALL FEATURING KEN GRIFFEY JR.

Secret Teams

At the main menu—the one with the spinning baseball that says "Exhibition/Season/World Series/HomeRun Derby"—tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now choose "Exhibition" mode, you'll find two new teams in the "All-Star" division: Nintendo and Angel Studios.

See the Ending

At the stadium-select screen, tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now press the Z button, instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

Fireworks

At the stadium select screen, press Z to enter "View Stadium" mode. While viewing the stadium, hold R + Z to see a small fireworks display at home plate.

MARIO GOLF

Code Entry Screen

At the main menu, hold L + R (or Z + R) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at different levels:

0 E Q S 6 1 G 2—1st Camp, Hyrule Cup
S V W 6 B 9 0 6—2nd Camp, Hyrule Cup
K P X W N 9 N 3—This code unlocks a special tournament mode. The password that you earn when you finish the tournament is not a continue passcode, it's used for verification purposes in a contest sponsored by *Nintendo Power* magazine.

MARIO KART 64

Reverse Tracks

If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse.

Course Ghosts

- Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press R at the title screen to show off your best time on the Mario Raceway course.
- Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to beat him.
- Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her.

MARIO PARTY

Cheat the Computer

When playing in Adventure mode, you can temporarily take over any computer-controlled character to stop him or her from buying stars or stealing yours. When you see that an opponent is getting close to a star, press

START to pause, then press A to bring up the Settings menu. Choose "Controller Settings" and change your character to the "COM" setting, then select the character who is close to getting a star and assume control of him or her. Now you can force them to refuse stars from Toad or Big Boo, then switch back to your original character when you're done.

Earn Extra Stars + Coins

You can also use the "Controller Settings" menu as described above to earn extra stars and coins when playing against computer-controlled opponents. When you're on the last turn of a game, connect controllers to all four controller ports (or use as many as you have) and assign any computer players to the extra controllers. When Toad tallies up what you've earned, he will include all of the stars and coins that were collected by any character that's not being controlled by the computer at the end of the game and add them to the cumulative totals that are stored in the cartridge's memory.

MARIO TENNIS

Secret Ring Tournaments

From the main menu, select "Special Games," then select "Ring Tournament." Enter any of the codes below to participate in a secret cup.

Blockbuster Cup—A R M 6 J Q A R U
Bowser Cup—N 2 4 K B Q N 2 P
Donkey Kong Cup—M M S S M Q M M J
Luigi Cup—M 1 C 2 Y Q M 1 W
Peach Cup—O F 9 X F Q O F R
Mario Cup—A 3 W 5 K Q A 3 C
MarioTennis.com Cup—4 B H W O R 4 8 2
Nintendo Power Cup—J 6 M 9 P Q J 6 U
Waluigi Cup—L A 9 8 J R L A R
Wario Cup—U O U F M P U O M
IGN64 Tennis Cup—V 2 U F M P U Z M

MIKE PIAZZA'S STRIKE ZONE

Secret Codes

During the game, press **START** to pause, then enter any of the following codes at the "Today's Game" screen.

- Aluminum bats—**L, R, L, R, B, L, B, A, Right**
- Red bats—**L, R, L, R, R, Down, B, A, Right**
- Rainbow bats—**L, R, L, R, Z, B, R, A**
- Devil's Thumb stadium—**L, R, L, R, Right, A, C▲, L, A**
- Activate all options on the Pitch menu—**L, R, L, R, C▼, A, Z, C◀, R, L**

See the Credits

When the Major League Baseball logo appears right after you turn the game on, quickly press **R, A, Z, R, C▶, A, B**; you'll hear a signal to confirm. Now if you wait for the opening credits to end, the game's full credits will appear.

Secret Dedication

When the Major League Baseball logo appears right after you turn the game on, quickly press **C▲, R, B, B**, you'll hear a signal to confirm and a secret message from a lovesick game programmer will appear.

MISSION: IMPOSSIBLE

Secret Codes

Enter any of the following codes at the mission select screen, you'll hear Ethan speak each time you enter a code properly.

- Turbo Mode—**C▲, Z, C▲, Z, C▲**
- Big Feat Mode—**C▼, R, Z, C▶, C◀**
- Kids Mode—**C▼, C▲, R, L, Z**
- Start with Uzi Sub Machine Gun—**C▶, C◀, C▶, C▶, R**
- Start with Mini Rocket Launcher—**R, L, C◀, C▶, C▼**
- Start with 9mm High Power Gun—**R, L, C▼, C▲, C▲**
- Start with 7.65 Silenced Pistol—**C▲, L, C▶, C◀, C▲**

MONSTER TRUCK MADNESS 64

Passwords

Enter the following passwords at the "codes" screen from the main menu.

B R P S—The Gut Bomb
C F F N Y N—Turbo mode
Y _ W N T _ T—Unlimited missiles
J M—Gound textures become replaced by "Jim's" face
Y R D R—All trucks become lowriders
4 0 4 S 6 4 P B M → ← D F C ↑ C V 3 2 K C—Access all Expert courses

MORTAL KOMBAT 4

Cheat Menu

Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (**C◀ + C▼** in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh, after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy, the remaining options allow you to perform fatalities with just one button.

Secret Characters

To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen.

- Noob Saibot—Highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously.
- Goro—Highlight the "Hidden" option at the bottom of the character select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously.

MORTAL KOMBAT TRILOGY

Play as Khameleon

When the "story" screens appear during the game's demo mode, quickly press **C▶, C▲, A, B, C▼, C▲, C▶**. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character select screen.

Play as Motaro

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn

Choose a character, hold High Punch + Low Punch and point the D-pad or joystick **Down** before the battle begins. When the fighters appear, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.

Hidden Game #1

After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Pong*.

Hidden Game #2

After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Galaxian*.

Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the **Z** button, if you do this, the winner of that match will get to play a hidden game that's similar to *Space Invadars*. This game also appears if you play 150 consecutive games in two-player mode.

Stage Select

At the character-select screen, highlight Sonya, hold Up and press **START**, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.

Super Hard Mode

At the character-select screen, highlight Kano, hold **Down** and press **START**, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro—followed by a whopping *eight* endurance matches.

Free Play

When the "story" screens appear during the game's demo mode, quickly press **Down, Down, Up, Up, Right, Right, Left, Left** on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.

Secret "More Kombat" Menu

When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's **C▼, B, A** in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a blue question mark, this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon.

Secret "Kombat Cheats" Manu

When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's **C◀, C▶, C▼, A, B, B, B, A, A** in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a red question mark, this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area: if the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

NAGANO WINTER OLYMPICS '98

Repeat Ending

When you earn a gold medal in every event—including a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**.

NASCAR 99

Secret Drivers

Choose Single Race from the main menu, then enter any of the following codes at the Single Race menu.

- To race as Bobby Allison, select the Charlotte track, highlight "Select Car" and quickly press **C▲, C◀, C▼, C▶, L, R, L, R, Z, Z**.
- To race as Davey Allison, select the Talladega track, highlight "Salect Car" and quickly press **C▲, C◀, C▼, C▶, L, R, L, R, L, R**.
- To race as Alan Kulwicki, select the Bristol track, highlight "Select Car" and quickly press **Z** eight times, then **R** twice.
- To race as Benny Parsons, select the Richmond track, highlight "Select Car" and quickly press **C▲, C▶, C▼, C◀, Z, Z, Z, L, Z, Z**.
- To race as Richard Petty, select the Martinsville track, highlight "Select Car" and quickly press **C▲, C▲, C▼, C▼, C◀, C▶, C◀, C▶, L, R**.

Once you have unlocked a driver this way, that driver will also be available in Championship mode.

NBA COURTSIDE 2 FEATURING KOBE BRYANT

Secret Teams

At the main menu, highlight either Quick Play or Arcade Play, then, press **A + C▲** at exactly the same moment. At the Team Select Screen, three special teams will become selectable.

Secret Room Codes

At the main menu, press **C▲** and **C▼** simultaneously. A message will appear on the screen saying you have found the Secret Room. Now enter any of the following codes. You won't get any special confirmation after entering a correct code, but you will return to the main menu. You'll have to start a game to see the effects.

Big Heads (Away team only)—**C▲, C▲, C▼, C◀, C▶, A**
Big Heads (Home team only)—**C▲, C▲, C▼, A**
Big Heads (Both teams)—**C▲, C▲, C▼, C▶, C▼, A**
Long Necks (Both teams)—**C▲, C▲, C▼, C▲, C▼, A**
Small Players (Away team only)—**C▲, C▶, A**
Small Players (Home team only)—**C▲, C▼, A**
Small Players (Both teams)—**C▲, C▶, C▼, A**

Secret Player Codes

At the "Team Select" screen, press **C▲** seven times. You'll hear a basketball bounce instead of a buzzer sound when you press **C▲** the seventh time. Then, press **C▼** the number of times indicated below to make all the home team's players be that particular person. You may also select the secret player for the away team by pressing **Z** and then entering in another code. For example, if you want the home team to be made up of all Koba Bryants and the away team to be made up of all Minoru Arakawas, press **C▲** seven times, **C▼** three times, **Z, C▲** seven times, **C▼** ten times.

Kobe Bryant—3
Ken Griffey Jr—4, 19
Random NBA Player—5
Minoru Arakawa—10
Tim Bechtel—11
Steve Bolender—12
John Brandwood—13
David Bridgham—14
Scott Bush—15
Marc Doyal—16
Mike Fukuda—17
Jeff Godfrey—18
Roger Harrison—20
Chick Hearn—21
Robert Hemphill—22
Jim Holdeman—23
Mike Knauer—24
Kevin Kraus—25
Chris Lamb—26
Mike Lamb—27
Stu Lantz—28
Howard Lincoln—29
Ken Lobb—30
James Maxwell—31
Umrao Mayer—32
Arnie Myers—33
Dan Owsen—34
Colin Palmer—35
Tom Prata—36
Ed Ridgeway—37
Henry Sterchi—38
Noah Stein—39
Faran Thomason—40
Gail Tilden—41
Russell Truelove—42
Ench Waas—43
Phil Watts—44
Armond Williams—45

NBA JAM 99

Secret Codes

During the game, press **START** to pause, then enter any of the following codes at the "Pause" menu (note that "**Up,**" "**Down,**" "**Left**" and "**Right**" refer to the D-pad, not the analog joystick).

Large players—**L, L, C▶, L, L, C▶, L, L, C▶, Z**
Tiny players—**L, L, C◀, L, L, C◀, L, L, C◀, Z**
Enable full-court dunks—**L, L, C▼, L, L, C▼, L, L, C▼, Z**
Guarantee next shot—**L, L, C▲, L, L, C▲, L, L, C▲, Z**
Super push—**L, L, Up, L, L, Up, L, L, Up, Z**
Tie scoras—**L, L, Down, L, L, Down, L, L, Down, Z**
Team on fire—**L, L, Right, L, L, Right, L, L, Right, Z**
Cancel all cheats—**L, L, Left, L, L, Left, L, L, Left, Z**

NBA SHOWTIME: NBA ON NBC

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "Today's match up," etc—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad or joystick. For example, to activate the "No Hotspots" code, (2-0-1 Up) press Turbo twice, Jump zero times, Pass once, then press **Up**. A message will appear to confirm each code. Note: Some codes will note work in a two-player game unless both players enter the code.

Show Shot %—0-0-1-Down
No Hotspots—2-0-1-Up
Show Hotspot—1-0-0-Down
ABA Ball—2-3-2-Right
Alternate Uniform—4-3-0-Right
Away Uniform—4-2-0-Right
Home Uniform—4-1-0-Right
Midway Uniform—4-0-1-Right
Team Uniform—4-0-0-Right
Big Heads—2-0-0-Right
Tiny Heads—4-4-0-Left
Tiny Players—3-4-5-Left
No Replays—3-3-1-Left
No Tip Off—4-4-4-Up
Tournament Mode—1-1-1-Down
Infinite Turbo—4-1-1-Up
No Player Arrows—3-2-1-Left

Choose Your Court

After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code.

Left Team's Court—**Up** + Turbo
Right Team's Court—**Down** + Turbo
Street Court—**Left** + Turbo
Island Court—**Right** + Turbo
Midway Court—**Up** + Shoot + Pass
NBC Court—**Down** + Shoot + Pass

THE NEW TETRIS

Turbo CPU Opponent

Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "**A I 2 E Z 4 U ?**". Note that this will not remain as your name if you enter the code correctly. Now start a new game with any level opponent and the computer will play at a super-fast speed.

Fast Mode
Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "2 F A S T 4 U". Note that this will not remain as your name if you enter the code correctly. Now start a game in one-player mode; after a few minutes, you won't be able to keep up with the speed of the falling blocks.

NIGHTMARE CREATURES

Cheat Password
Choose "Enter Password" from the main menu and enter the code **Left, Up, C▼, C◀, C▶, C▲, C●, Down**. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.

OFF-ROAD CHALLENGE

Secret Tracks
Enter any of the following codes at the "Choose a Track" screen.
• Flagstaff—Hold the **L** button and press **Left** on the **D**-pad, then highlight "Mojave," hold the **Z** button and press **A**.
• El Cajon—Hold the **L** and **R** buttons and press **Up** on the **D**-pad, then highlight "El Paso," hold the **Z** button and press **A**.
• Guadalupe—Hold the **R** button and press **Down** on the D-pad, then highlight "Vegas," hold the **Z** button and press **A**.

OGRE BATTLE 64 PERSON OF LORDLY CALIBER

Music Mode
At the main menu, select "New Game." Then, when you're asked for your name, enter MUSIC_ON (note the capital letters) as your name and select "End." A prompt will appear asking if you would like to enter the Music Mode. Once there, you can listen to any of the background music in the game.

PAPERBOY

Secret Codes
Enter the following codes at the "Secret Codes" screen.
Hitting turbo gives Super-jump—**A L L J U M P**
Hitting turbo give s Turbo—**G O F A S T**
Throw papers backward—**B A C K W A R D**
Throw papers straight ahead—**F R O N T S**
Throw papers at random angles—**R A N D O M**
Throw papers at 90° angles—**S I D E S**
Jumbled sounds—**J U M B L E**
View all newspaper headlines when you start training mode—**H E A D L I N E**
Unlimited health—**I N V I N C**
Unlimited papers—**N O B U N D L E**
Tiny paperboy—**L I T T L E**
Near-sighted paperboy—**M A G O O**
Unlock all levels—**O B V I O U S**
Speed up the game—**R U S H**
Slow down the game—**W A K I N G**
Moon gravity (jump higher)—**M O O N**
All non-animated objects scream—**S C R E A M**
Silly collision sounds—**T H U N K**
Huge newspapers—**S U N D A Y**
Time clock is ignored—**U N T I M E D**

POKEMON PUZZLE LEAGUE

Unlock all Puzzles in Puzzle University
At the title screen, hold **Z** and press **A, B, R, A, A, B, R, A**. You'll hear a special sound effect after entering the code correctly.
Start from Lv 50-99 in Marathon mode
At the title screen, hold **Z** and press **B, A, L, L**. You'll hear a special sound effect after entering the code correctly.
Unlock V-Hard Game Level
At the "Game Settings" screen where you select your Game Level, hold **Z** and press **L, L, A, B**. "V-Hard" will appear on the screen after entering the code correctly.
Unlock S-Hard Game Level
At the "Game Settings" screen where you select your Game Level, hold **Z** and press **R, L, A, B**. "S-Hard" will appear on the screen after entering the code correctly.
Play in Mewtwo's Stage
When you start a two-player game, at the "Trainer Select" screen, hold **Z** and press **B, Up, L, B, A, START, A, Up, R**. The game will immediately begin after entering the code correctly. Ash will be Player 1 and Mewtwo will be Player 2.
Unlock all Trainers
When you start a two-player game, at the "Trainer Select" screen, hold **Z + L + R** on Controller 1 and Controller 2 at the same time. All the trainers will appear after entering the code correctly.

QUAKE

Debug Menu
Choose "Load" from the main menu, if you have a controller pak with *Quake* saves, press **B** to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ", you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option, this allows you to skip to any stage, become invincible ("God Mode") and more.

QUAKE II

Multiplayer Codes
Choose "Start" from the main menu, then select "Single" and "Load". If you have a controller pak with *Quake II* saves, press **B** to exit to the password screen; if not, choose "Do Not Use" to get the password screen. Now enter any of the following passwords, then press **B** to back out of the single-player menus and start a game in multiplayer mode to see the effects.
S3TC 00LC 0L0R S???—Changes the background colors
S3T1 NF1N 1T3S H0TS—Infinite ammo
S3TL 0WGR V1TY ????—Low gravity

RAINBOW SIX

Level Select
From the main menu, select "Quick Start," then enter the password "**F Z J F T M R 2 G B R Q**" at the following screen and press **A**. If you entered it correctly a level select screen will appear.
255 Grenades
Whenever you have only one grenade of any type remaining, you can use this trick to give yourself 255 more. First, hold down **Z** to get ready to throw your last grenade. When the meter on the screen fills completely, let go of **Z** then immediately hold it down again. You must do this before the "Throwing Grenade" meter fills up. Keep **Z** held down and in a few seconds your grenade stock will be 255.

RE-VOLT

Unlock All Cars & Tracks
At any time during a game, press **B, A, Z, Z, B, L, A, C▲**. You'll hear a special sound effect after entering it correctly.

RESIDENT EVIL 2

Cheat Codes
From the main menu, select "Load Game," then input any of the codes below. You'll automatically return to the main menu after entering a correct code.
Invincibility—**Down, Down, Down, Down, Left, Left, Left, Left, L, R, R, L, C◀, C▼**
Infinite Ammo—**Up, Up, Up, Up, Right, Right, Right Right, L, R, L, R, C▶, C●**
Play as Hunk—**Up, Down, Left, Right, Left, Left, Right, Right, L, R, C▲, C▶, C▼, C●**
Play as Tofu—**Up, Down, Left, Right, Left, Left, Right, Right, L, R, C●, C●, C▼, C▲**

RIDGE RACER 64

Secret Caddy Car
From the main menu, select "Grand Prix." Then, play the Stage 1 course (Ridge Racer Novice). When the race begins, turn your car around immediately and run into the wall that was behind your car. If you're going about 60 mph or above, you'll drive right through it and race through a mirrored version of the course. Win the race on this mirrored course and you'll obtain the secret Caddy Car, which has the highest top speed of all the cars in the game.

ROAD RASH 64

Codes
Enter the following codes at the main menu. You'll hear a special sound effect to confirm each code.
Unlock all levels and fast bikes—**C▲, C●, C◀, C▶, L, R, C▼, Z**
Unlock Scooter level—**C▼, C▶, C▲ C◀, C●, L, C●**
Unlock Cop Mode—**Z, C●, C▼ C●, Z, L, R, C▼**

ROADSTERS TROPHY

Secret Codes
At the Driver Select screen, press **Z** to rename your character to any of the names below. Note the upper and lower case characters and spaces. You'll hear someone say "Congratulations!" after entering a correct code.
Anyway—Race circuits in any direction
Gimme ALL—Unlock all cars and circuits
fastBUCKS—Start with $250,000
EasyMoney—Start with $1,000,000
Trophies—Start with Division 2 and 3 trophies (Note the space before the "T")
Smurfing—All voices become high-pitched
BigWheels—Cars have huge wheels
Car Radio—Cars become tiny

ROCKET ROBOT ON WHEELS

Secret Codes
During gameplay, press **START** to pause, then enter any of the codes below. You should hear a confirmation sound indicating the code was entered successfully.
All vehicles—**Up, Down, Z, R, Left, Up, Down, Left, Down, Down**
Heavier rocket—**Up, Right, Right, R, Right, R Z, R, R, Up**
Low friction—**Up R, R, Left, Z, Z, Down, Left, Up, Right**
Low gravity—**Z, R, Z, R, Down, R, R, Right, Right, R**
Super Grab Field—**Down, Left, Right, Z, Down, Right, Down, Down, Down Left**
Super Speed—**Z, Right, Down, Up, Down, R, Up, Down, Left, Up**

RUSH 2: EXTREME RACING USA

Cheat Menu
Choose "Setup" at the main menu, then press **L + R + Z** + all four **C** buttons simultaneously at the Setup screen. A new option called "Cheats" will appear. To activate one of the 27 cheat options at this menu, you must highlight that item and enter the corresponding code shown in the list below. You'll hear a signal to confirm and you will then be able to toggle that particular cheat by pressing **Left** or **Right** on the D-pad.
Car Collisions—**Hold R, press L, C▶, C▶, C◀, C▼, Z**
Gravity—Hold **Z**, press **C▲, C▼, C▲, C▼, C▲, C▼**
Cone Mines—**Press L, R, L, R L, R**
Car Mines—**Press C▶, C▶, Z, C▼, C▲, Z, C◀, C◀**
Burning Wreck—Hold **C▲**, press **Z, Z, Z, Z**
Track Orientation—**Press C▲, C▶, C▼, C◀, C▼, C▶, C▲, C◀**
Auto-Abort—**Press C▶, C▲, C▲, C▲**
Super Speed—Hold **L + R**, press **C▲, C▼, C◀, C▶**
Inside-Out Car—**Hold C▶ + C▼ press R, L, Z**
Damage—**Press R, C▼, L, R, C▼, L**
Invincible—**Press L, C◀, R, L, C▶, R**
Invisible Car—**Press C▶, C▼, C◀, C▲, C▼, C▲, C▼, C▼**
Invisible Track—**Press C▼, C▲, C▼, C▼, C▲, C▼, C▲, C▲**
Brakes—Hold **C▲ + C▶**, press **Z, Z, Z**
Super Tires—**Hold L + R**, press **C▲, C▶, C▼, C◀ C▲, C▶, C▼, C◀**
Mass—**Hold L + R**, press **C▶, C▼ C◀, C▶**
Suicide Mode—Hold **Z**, press **C▲, C▼, C▲, C▶**
Do the Dewl—**Press C▼ C◀ C▶, C◀, L, R, Z**
Killer Rats—**Hold L + R**, press **Z, Z, Z, Z**
Stunts—Hold all four **C** buttons and press **R, A, Z, L**
Resurrect in Place—Hold **Z** and enter the following sequence. Hold **C◀**, tap **C▶**, hold **C▶**, tap **C◀**
Levitation—**Hold R + Z**, press **C▲, C▶, C▲, C▲**
Game Timer—Hold **Z** and enter the following sequence. Hold **C▼**, tap **C▲**, hold **C▲**, tap **C▼**
New York Cabs—**Press R, L, Z, C▲, C▼, C▲**
Frame Scale—Hold **C▼**, tap **C▲**, hold **C▲**, tap **C▶**
Tire Scaling—Hold **C◀**, tap **C▶**, hold **C▶**, tap **C◀**
Fog Color—Hold **Z**, press **C▼, C▼, C▼**

SCOOBY DOO! CLASSIC CREEP CAPERS

Cheat Codes
At any time during the game while you are in control of Shaggy (but not at the inventory screen or pause menu) enter either of the following codes using the **C** buttons and the **D** pad.
Infinite Courage Meter—Hold **L** and press **C▲, C▼, C▼, C▲, C▼, Up Right, Down, Left, Up, Left, Down, Right, Up, Down**
Skip to the Next Episode—Hold **L** and press **C▲, C▼, C▲, C▼, Up, Down, Up, Down, Right, Left, Right, Left.**

SNOWBOARD KIDS

Cheat Code
At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code. Press **Down, Up** on the analog joystick, then **Down, Up** on the D pad, then **C▼, C◀, L, R, Z**, then **Left** on the D-pad, **C▶, Up** on the analog joystick, **B, Right** on the D-pad, **C●, START**, you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (Quicksand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

SNOWBOARD KIDS 2

Cheat Code
At the title screen, carefully enter the following code. Press **Z, B, C◀ Down** on the D-pad, **Left** on the analog joystick **Right** on the analog joystick, **Up** on the D-pad, **R, Z, A**. This code unlocks the secret characters, the secret courses and a new "Special" board style in the Board Shop.

SPIDER-MAN

Cheat Codes
From the main menu, select "Special," then select "Cheat" from the following menu. At this screen you may enter any of the following cheat codes. A special text message will appear each time you enter one correctly. Note the spaces in some of the codes.
TRUELEVR—Unlock everything
LVLSKIPPER—Level select
TURTLE—Invulnerable
STICKYSTUF—Infinite webbing
CLTTHMALL—Unlock everything in the Comic Collection
WHOSINTGM—Unlock everything in the Character Viewer
SMESTORY—Unlock everything in the Slide Show
COV VEIW—Unlock all game comic covers
SYMBSPID—Symbiote Spidey costume
SPTWOKNN—Spidey 2099 costume
POWCOSMIC—Captain Universe costume
LIMITED ED—Spidey Unlimited costume
SPID INRED—Scarlet Spider soctume
MISTERMJ—Peter Parker costume
DA CLONE—Ben Reilly costume
GTATNKFST—Quick Change costume

STAR WARS: EPISODE I—BATTLE FOR NABOO

Passcodes
Each of the following codes can be entered at the Passcode menu that's accessible from the Options screen.
L E C & F I V E—Unlock all levels
D R O I D E K A—Advanced shields
P A T H E T I C—Unlimited lives
O V E R L O A D—All power-ups
N A S T Y M D E—Makes the game more difficult
E W E R D E A D—Expert mode (one hit destroys your vehicle)
D R J E K Y L L—Terrain near the horizon waves up and down
R U A G I R L ?—Turns your vehicle pink
K O O L S T U F—Unlocks an "Art Gallery" option at the Showroom menu
W A K E U P—Unlock a "Concert Hall" option at the Showroom menu
M E M E M E I—View credits
L O V E H U T T—Shows a photo of the game's developers
T A L K T O M E—Enables an "audio commentary" soundtrack, you'll hear the developers talking about the game while you play

STAR WARS: EPISODE I RACER

Cheat Menu
Choose "Tournament" from the main menu. When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode "R R T A N G E N T A B A C U S" by holding the **Z** button and pressing **L** to select each letter. Note that this procedure is not the same as choosing letters with the A button, if you hold **Z** and select letters with **L**, your code will appear in much smaller letters in the lower left corner of the screen. Also, you must complete the code by continuing to hold **Z** as you highlight "END" and press **L**, the letters "OK" will appear in the corner of the screen if you've entered a code properly. With this code in place, release **Z** and enter your initials. Next, start a race and press **START** to pause. At the pause menu, press **Left, Down, Right, Up** on the D-pad, a new option called "Game Cheats" will appear. At the "Game Cheats" menu, use the joystick and D pad to highlight the different options and change their parameters. You can make yourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehicle Stats" and press **A** to access another menu that allows you to tweak the performance of every vehicle in the current race. Also, if you set the "Debug Level" option to anything but 0, you can also use the following commands at any time during a race.
• Hold **Up** on the D pad to fast-forward
• Hold **Down** on the D-pad to reverse at high speed
• Press **Right** on the D-pad to self destruct
• Hold **Left** on the D pad to make your vehicle invisible
• Hold **Z + Left** on the D-pad to see an x-ray view of the current screen (this also works at the menu screens after and between races)

STAR WARS: ROGUE SQUADRON

Secret Passcodes

Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features

ACE—Higher difficulty

BLAMEUS—Group shot of developers

CHICKEN—Access bonus level

CREDITS—See the game's credits

DEADDACK—Unlocks all stages at the Select Level screen

DIRECTOR—Enables "Showroom" menu at the Options screen

FARMBOY—Unlock Millennium Falcon at the "Select Your Craft" screen

IGIVEUP—Infinite lives

KOELSCN—Changes the V-Wing into an automobile

MAESTRO—Enebles the "Concert Hall" option at the "Showroom" menu

RADAR—Alternate radar

TOUGHGUY—Finish levels with 0 00 completion time, all friendly saves and bonuses collected

TIED UP—With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press Up to access the TIE Interceptor

Unlock Naboo Sterfighter

Choose "Passcodes" from the Options menu Enter the code "HALIFAX?" and select "Enter Code," then enter the code "IYNGWIE!" and select "Enter Code" egein You won't get eny confirmation that the codes have been accapted, but the next time you're et the "Select Your Craft" screen you'll see that the Naboo Fighter from *Star Wars Episode I: The Phantom Menace* has been permanently added to the list of available ships

See Developers' Heads

Choose "Passcodes" from the Options menu Enter "HARDROCK", "BERGLOWE" or "WUTZ!" and select "Enter Code." If you start a game and then return to the title screen, you'll see that Luke's heed will be replaced by one of the developer's heads!

STAR WARS: SHADOWS OF THE EMPIRE

Cheat Mode

Enter your name es "_Wampa__Stompa" or use the "Rename" option to change your name to this. Note thet there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized Now start the game and enter any stage During the game, press START to peuse, when the pause menu appears, hold L + R + Z + C◀ + C▶ + C▲ + C▼ + Left on the D-pad While continuing to hold those buttons down, point the anelog joystick slightly to the left—not all the way to the left—and hold it there until you hear a sound After you hear the sound, point the analog joystick slightly to the right—not all the way to the right—and hold it there until you hear another sound Repeat the process with the analog stick to the left again, then egain to the right, end once more to the left, you should hear a sound to confirm at each step, and at the end of the procedure, a cheat menu will appear at the top of the screen in pink letters (Now you can release all of the buttons!) Use L and R to scroll through the different cheat codes and press A, B or START to activete the one you wish to use as follows

- Get all stuff (weapons, items)
- Invincibility
- 50 lives
- Sleepy villains (press Up on the analog joystick to change the message to "Villains are sleepy," now all of your enemies are frozen in place and won't attack you Press Down to deactivate.)
- Kill Dash
- Teleport (to another location in the current stage)
- (Skip to) Next level
- (Restart) This Level
- (Return to) Previous Level
- Wall Ghost (Press Up on the enelog joystick to turn this option "on," now you can walk into walls and go right through locked doors Press Down to deactivate.)

You'll notice the new item at the pause menu called "Game Secrets," check this out to find some additional cheats that you can use in certain stages, one of them gives you a fully three dimensional mapping system Finally, with this cheat code in plece, if you choose "Quit" from the pause menu and return to the stage select menu, you'll find that all of the game's stages have been unlocked

Play as X-Wing or TIE Fighter

Play through the Skyhook Battle stage until you reach the Skyhook station Once you're given control of the Outrider, change the camera angle until you heve e view of the Outrider from behind Next, press START to pause, then hold Left + L + R + Z + C◀ + C▶ + C▼, with all of those buttons held down, press Up and Down on the joystick to change your ship to an X-Wing or Imperial TIE Fighter

Control Enemy Characters & Vehicles

Enter your name as "_Wampe__Stompa" or use the "Rename" option to chenge your neme to this, with the exact specifications as described above under "Cheat Mode." Now start the game and press START to pause, when the pause menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in the game as follows

- In the "Battle of Hoth" stage, pley until the AT-STs eppear, then hold C◀ and press Up, then press C▶ repeatedly until you see an over-the-shoulder view of an AT-ST Press Left or Right on the D-pad to steer it or hold Up to fire its primary weapon You can still control your snowspeeder with the enelog joystick while you're in AT-ST mode (if you can see it!) Once the code is in plece, press C▶ to toggle between the snowspeeder end the AT-ST
- In the "Escape from Echo Base" stage, hold C▶ end press Left on the D-pad, you'll be controlling one of the Wampa creatures that are being held in cages on this level (Note: This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control Dash with the analog stick while playing as the Wampa. Use the D-pad to control the Wampa; hold Down to attack Once the code is in plece, press C▶ to switch between Dash and the Wampa
- Also in the "Escape from Echo Base" stage, hold C▶ and press Right on the D-pad, you'll be controlling an Imperial Snowtrooper You cen still control Dash with the enalog stick while pleying as the Snowtroopar Use the D-pad to control the Snowtrooper; hold Down to fire Once the code is in place, press C▶ to switch between Dash and the Snowtrooper
- In the "Gall Spaceport" stage, hold C▶ and press Left on the D-pad to control a Wampa or Right on the D-pad to control an Imperial Stormtrooper; these both work es described under "Escape From Echo Base" above
- In the "Imperial Freighter Suprose" stage, hold C▶ end press Right on the D-pad to control a Stormtroopar as described above
- In the "Sewers of Impenal City" end "Xizor's Pelece" stages, hold C▶ and press Right on the D-ped to control one of Prince Xizor's ermored guerds

SUPERCROSS 2000

Secret Codes

At the Select Event screen, Press C▶ A prompt will appear that will allow you to enter any of the codes below You'll get confirmation from the announcer after entering a correct code If the code is incorrect, the announcer will say something negative, like "That just can't be fun"

N0CR4SH—The bikes never crash
B1GB1K3S—The bikes are big
G14NTS—Giants on mini-bikes
M3RCVRY—Mercury gravity
V3NVS—Venus grevity
M00N—Moon gravity
M4RS—Mars gravity
JVP1TER—Jupiter gravity
S4TVRN—Saturn gravity
VR4NVS—Urenus gravity
N3PTVN3—Neptune gravity
PLVT0—Pluto gravity
H0P—Add hop button
M0R3C4MS—Extra camera modes
N0R1D3RS—No riders on bikes
H34DL3SS—Headless nders
BL0CKM3—Opponent riders get in your way
N00FFTR4CK—No more off treck
SK1PP1NG0K—No more getting reset
B1GSPR4Y—Bigger dirt spray

SUPER MARIO 64

Cinema Camera Change

Make sure you have a second controller plugged into the Player 2 port when you defeat Bowser and finish the geme When Mario flies off to the castle and Peach appeers with her Toad guards, you can use the analog joystick on Controller 2 to change the camera angle This also works in the game scenes that appear while the credits are rolling

SUPERMAN

Super Cheat Code

At the main menu—the one that says "New Game," "Load Game," etc—press C◀, C▼, C◀, C▶, you'll hear Clark Kent say "This looks like a job for Superman!" to confirm the code Now you can enter the following codes et any time during the game

- To skip the current level, press START to pause the game, then press C◀, C▶
- To refill your energy mater, press START to pause the game, then press Z, R
- To refill your super-speed ebility, press START to pause the game, then press R, Z
- To refill your freezing breath ability, press START to pause the game, then press Z, L
- To refill your heat vision ability, press START to peuse the geme, then press R, L
- For super punching ebility, press START to pause the game, then press L, Z

TARZAN

Stage Select

At the main menu, enter the following code using the D-pad (not the analog joystick): Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down, Down A new menu item, "Cheats" will appaar After entering this menu, you can press Right and Left to cycle through the different lists of stages

TONY HAWK'S PRO SKATER

Cheat Codes

At eny time during gameplay, press START to pause the geme, then hold down L and enter any of the codes below You'll see the text on the screen shake from left to right upon entering a correct code You may have to restart a game or back out to the main menu to see some codes' effects

Slow motion—Down, Down, C◀, C▶, Left
Fast motion—Right, Up, Down, Down, Up, Down
High speed—C◀, Left, C▼, C▼, Up, Down, Right
Add "Skip to Restart" menu item—C◀, C◀, C▼, Up, Down
10 point stats—C◀, C◀, Left, Up, C▼
13 point stats—C◀, C◀, Left, Up, Down
Score x10—Down, Right, Up, Right, Up, Left, C◀
Obtein all tapes—C▶, Left, Up, C◀, C◀, Right, Down, Up
Perfect belance—C◀, C▶, Left, C▶, Right, Up, Down
Girl's picture—C◀, C◀, C▶, C◀, C▼, C◀

TOY STORY 2

Level Select

At the main menu, press Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down You must use the enalog joystick for the code to work You'll hear e special sound effect after correctly entering it When you start a new game, you'll be able to select eny level

TRIPLE PLAY 2000

Cheat Codes

At any time during the game, enter any of the following codes to affect the score, the ball/strike count or the number of outs

- Three ball count—Hold L + R + Z and press Up, Down during the game
- Three outs—Hold L + R + Z and press Down, Up during the game
- Add one run to home team's score—Hold L + R + Z and press C◀, C◀
- Add one run to the visiting team's score—Hold L + R + Z and press C▶, C▶

WCW BACKSTAGE ASSAULT

Secret Codes

Enter eny of the following codes at the main menu You'll hear a special sound effect efter entering a correct code

Extra stamina—R, R, R, R, R
Indestructible weapons—L, R, L, R, C◀, C◀
Fat female wrestlers—R, R, B, B, L, L
Goofy sound effects during gameplay—R, L, R, L, B, B

WCW MAYHEM

Secret Passwords

Enter any of the following passwords at the Pay-Per View Password screen

PLYHDNGYS—Hidden wrestlers unlocked
CBCKRMS—Special area select
CHT4DBST—Quest cheat enabled
DPLGNGRS—Doppleganger select enabled
NGGDYNLN—Test Case 1 unlocked
PLYNTRCLSC—Classic Nitro setting
PRNTMMNTM—Momentum pnnt enabled
PRNTSTMN—Stamina print enabled
MKSPRCWS—Bionic created wrestlers
yKh#J$=JQLmFs—World War III
@KcXKF=W?¡^pF—Starrcade
rJPmB6!fMlk$B—Superbrawl
td^pKRmZ-<y L—Halloween Havoc
MSKDLTLRY—Thursday Thunder (Enter the "Hidden wrestlers unlocked" password first)
2JJhKXdJFm4k8—Uncensored PPV Mode unlocked
@JHkfy!BwfQQF—Spring Stampede

WINBACK

Codes

Enter these codes et the title screen You must enter each one quickly before the screen fades out You'll hear a gunshot sound effect just as the main menu appears if you've performed the code correctly

Unlock Trial mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C▼ and press START
Unlock Max Power Mode—L, C▶, C◀, C◀, C◀, C▼, C◀, C▼, C◀, L + START
Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C◀ and press START

WIPEOUT 64

Main Menu Codes

Each of these codes can be entered at the "Game Select" menu, the screen will flash green to confirm proper code entry To deactivate e code, just enter it again

Unlock Piranha II team—Hold L + R + Z and press C▼, C▼, C▼, C◀, C▶, C◀, C◀
Unlock Velocitar track—Hold L + R + Z and press C◀, C▶, C◀, C▶, C◀
Power-up weapons—Hold L + R + Z and press C◀, C▶ C▼, C◀, C▶, C▼, C◀

In Game Codes

Each of these codes can be entered during a race, the screen will flash green to confirm proper code entry You can also enter these codes while the game is paused, if you do so, you won't see the green flash until you unpause To deactivate a code, just enter it again:

Race doesn't end when timer expires—Hold L + R + Z and press C◀, C▶, C◀, C◀, C◀, C▶, C◀, C▼
Infinite shield energy—Hold L + R + Z and press C◀, C▼, C◀, C▶, C◀, C▼, C◀, C▶
Unlimited weapons—Hold L + R + Z and press C▼, C▼, C◀, C◀, C◀, C▶, C◀

WORLD DRIVER CHAMPIONSHIP

Unlock All Teams & GT2 Cars

At the team select menu in Championship mode, enter the following code on Controller 2 (using the D-pad, not the analog joystick): Z, Right, Z, Z, Z, B, C▼, A, Right, START Now all of the teams and their cars will be available

Unlock All Sydney Tracks

At the main menu, select "Championship," then "New Geme." Enter "FROZENSKY" as your name When you raturn to the main menu, ell the Sydney tracks will be available

Top View

During game play, press Up, Up, Up, A, Left, A, A The camera view will immedietely change after entering the code correctly

XENA: WARRIOR PRINCESS

Secret Codes

At the main menu, press Right, Right, Left, Left, Right, Left, Right on the D-pad You'll hear a special sound after entering it correctly Next, enter eny of the following codes

Unlock Despair—C◀, C▶, C◀, C▶
Unlock Bunny Despair—C◀, C◀, C▶, C▼
Let Xena battle Gabrielle in Quest mode—C◀, C◀, C◀, C◀
Unlock "Titan" difficulty level—C◀, C▼, C◀, C▼

Battle Codes

At any time during a battle, hold down the Target button (Usually A) and press Right, Right, Left, Left, Right, Left, Right on the D-pad You'll hear a special sound effect after entering it correctly Next, enter any of the following codes

Invisibility—Strong Kick, Strong Kick, Strong Kick, Weak Kick, Target
Ice Fighters—Strong Punch, Strong Punch, Target
Invincibility—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Week Kick, Target
One-Hit Kills—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Jump
Big Heads—Crouch
Big Feet—Jump
Snow Fighters—Strong Punch, Strong Punch, Crouch
Red Nose—Weak Punch, Weak Punch, Target
Purple Nose—Weak Punch, Weak Punch, Crouch
Green Nose—Weak Punch, Week Punch, Jump
Icy Stage—Weak Punch, Weak Punch, Weak Punch, Weak Kick, Weak Kick, Target
Take Less Damage—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Crouch

102 DALMATIANS: PUPPIES TO THE RESCUE

Passwords

Garage—Bona, Bona, Paw, Tank
Cafeteria—Domino, Bona, Key, Paw
Cruella!—Toy, Bone, Bone, Bone

1942

Passwords

Stage 04—Medal, Medal, Player's Plane, Enemy Plane
Stage 08—Player's Plane, Enemy Plane, Enemy Plane, Medal
Stage 12—Bullet, Enemy Plane, Player's Plane, Player's Plane
Stage 16—Enemy Plane, Enemy Plane, Bullet, Enemy Plane
Stage 20—Player's Plane, Medal, Bullet, Player's Plane
Stage 24—Bullet, Player's Plane, Medal, Medal
Stage 28—Medal, Enemy Plane, Medal, Enemy Plane

ACTION MAN: SEARCH FOR BASE X

Password

Enter the password "7 I B I" to unlock all of the game's stages.

ANTZ

Passwords

B C C B—Stage 2
D Q G H—Stage 3
H G G F—Stage 4
N B F G—Stage 5
K G B F—Stage 6
Q G J J—Stage 7
G Q H G—Stage 8
F L D P—Stage 9
K G Q Q—Stage 10
D L G Q—Stage 11
C B H G—Stage 12
J B J G—Stage 13
P L D P—Stage 14
L F G B—Stage 15
D Q L D—Stage 16
C L P G—Stage 17
D L H D—Stage 18
L F Q G—Stage 19

ASTEROIDS (Game Boy Color version)

Passwords

Enter these passwords from the "Single Player" option under the main menu
S P A C E V A C—Zone 2
S T A R S 8 R N—Zone 3
W O R M S I G N—Zone 4
I N C O M I N G—Zone 5
P R O J E C T X—Unlock Excalibur ship
Q R T R E A T R—Unlock *Classic Asteroids*. The option to play *Classic Asteroids* will appear on the main menu
C H E A T O N X—Unlock cheat menu. Press **SELECT** in the middle of a game to activate the cheat menu. You'll be able to warp instantly to any stage. Also, setting "Hits off" to 001 will make your ship invincible.

AUSTIN POWERS: OH BEHAVE!

Cheat Code—Platform Game

Enter the code "RAT POISON" at the "FAB DOS" screen and press B; you'll get a confirmation message that says "Viva Las Vegas Baby, Yeah!" Now Austin is invincible in the "Platform" mini-game.
Cheat Code—Mojo Maze
Enter the code "SPEEDY" at the "FAB-DOS" screen and press B, you'll get a confirmation message that says "Faster Mojo!" Now Austin moves faster in the "Mojo Maze" mini-game.

AUSTIN POWERS: WELCOME TO MY UNDERGROUND LAIR!

Cheat Codes

Enter the code "INVINCIBLE" at the "EVIL-DOS" screen and press B; a confirmation message will appear. Now you'll have infinite lives in the "Mojo Maze" mini-game. Also, if you enter the code "12SCC", Dr. Evil will move much faster in the "Mojo Maze" game.

BABE AND FRIENDS

Passwords

B O B—Level 2
R N 6—Level 3
G 5 M—Level 4
R M 1—Level 5
N 6 W—Level 6
T Y Q—Level 7

BATMAN: CHAOS IN GOTHAM

Passwords

Race Through the City—Batgirl, Batcycle, Batman, Batmobile
It's No Laughing Matter—Batman, Batmobile, Batman, Batcycle
The Greatest of Ease—Batcycle, Batcycle, Batman, Batgirl
Thru the Garden of Evil (Part 1)—Batmobile, Batcycle, Batgirl, Batgirl
Thru the Garden of Evil (Part 2)—Batmobile, Batmobile, Batman, Batmobile
A Venomous Plan—Batgirl, Batgirl, Batmobile, Batcycle
Next Stop: Danger—Batman, Batcycle, Batgirl, Batcycle
2 + 2 Equals Two-Face—Batcycle, Batgirl, Batgirl, Batman

BATTLE ARENA TOSHINDEN

Text Debug Mode

When the Takara logo appears at the start of the game, press **B, A, Left, Right, B, A, Down, Up, B, A**. You'll hear a signal to confirm the code and you'll be sent to a secret menu where you can read all of the text that appears in the game.
Boss Code
After the Takara logo disappears at the start of the game, a picture of Ellis will appear. When you see her, press **Up, Down, A, B, Right, Left, A, B**. You'll hear a signal to confirm the code, now when you start the game, you'll have four additional characters to choose from: the bosses Uranus, Sho, Gaia and Gaia II.

BATTLETOADS IN RAGNAROK'S WORLD

Five Extra Toads

At the title screen, hold **Down**, A and B, then press **START**. You'll start the game with five lives instead of three.

BLADE

Password

9 ? 1 1 N ? B K T ? 5 1 G—Watch ending

BLASTER MASTER: ENEMY BELOW

Passwords

E 6 C A D C K F—Area 1
E 6 D 3 D 3 K G—Area 2
E 7 C 3 D 3 K H—Area 3
E 7 D 3 D 3 K I—Area 4
F 6 C 3 D 3 K Q—Area 5
F 6 D 3 D 3 K R—Area 6
F 7 D 3 D 3 K T—Area 8

BOARDER ZONE

Passwords

1 3 1 0 9 S—Unlock Time Course 4
0 2 0 9 7 1—Unlock Time Course 5
2 9 0 7 7 1—Unlock Trick Course 5
3 1 0 1 6 9—Unlock Slalom Course 5

BUFFY THE VAMPIRE SLAYER

Passwords

3 N K F Z 8—Episode 2
9 M D 1 W V—Episode 3
X T N 4 F 7—Episode 4
S B V P L 2—Episode 5
9 D 6 F 0 S—Episode 6
B N P X Z 9—Episode 7
G H 9 M R Y—See the ending

BUGS BUNNY CRAZY CASTLE 3

Garden Passwords

S T B X 4 R—Stage 5
L 4 B X 4 N—Stage 10
4 2 B 2 G 8—Stage 15
Hall Passwords
G H B 2 4 8—Stage 16
3 9 B V 4 ●—Stage 20
7 Y S V G T—Stage 25
V D S B G T—Stage 30
Basement Passwords
Z B S 2 4 C—Stage 31
F M X X G I—Stage 35
T J X V B K—Stage 40
D S L 2 8 6—Stage 45
Treasury Passwords
8 C L V D J—Stage 46
? D L 8 8 9—Stage 50
R 3 L V D R—Stage 55
9 9 L B D H—Stage 60
Old Castle Password
6 Z L X D H—Stage 61

BUST-A-MOVE MILLENNIUM

"Hidden" Puzzle Mode (Normal Field)

At the title screen—while the words "PRESS START" are flashing—press **A, A, Down, Up**. A purple Space Invader will appear in the lower left corner of the screen to confirm the code. Now choose "Puzzle Mode" from the Stage Clearance menu and select "Normal Field" when the Mode Select screen appears. You'll be able to choose a new "Hidden Mode" from the next screen; it has a completely new set of puzzles.
"Hidden" Puzzle Mode (Wide Field)
At the title screen—while the words "PRESS START" are flashing—press **Left, Right, B, B, A**. A yellow Space Invader will appear in the lower left corner of the screen to confirm the code. Similar to the "Normal Field" cheat above, this code gives you the opportunity to select "Hidden Mode" when you choose the Wide Field in Puzzle Mode.
Unlock All Secret Characters
At the title screen—while the words "PRESS START" are flashing—press **B, A, B, Down, A**. A blue Space Invader will appear in the lower left corner of the screen to confirm the code. Now you will find eight additional characters to choose from (including Bob, Dreg and Sonic Blast Man) in any game mode that has a character-select menu.

BUZZ LIGHTYEAR OF STAR COMMAND

Stage Select

Enter the password "B V V B 8" to gain access to Planet Z and all of the preceeding levels.

CARMAGEDDON

Secret Password

Enter 0 Z 6 S Z D ♀ V as a password to unlock all stages. You'll also start with the Abba Cab and 40,000 credits.

CARROT CRAZY

Stage Skip

Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press **START** to pause, then press **SELECT** to warp to the end of the current stage.

CHICKEN RUN

Cheat Passwords

Enter any of the following codes at the password screen. See page 30 of the game's instruction manual to learn the names of the medals. If you don't have a manual, here are the names of the medals in order (press **Down** to advance through the list): Bronze, Cross, Valor, Silver, Honor, Bravery, Crown, Diamond. You'll hear a signal to confirm each code, note that it's different from the sound you hear when entering an incorrect password (and Fowlar will not say that he doesn't recognize the password). You can enter as many of these codes as you wish in order to combine their effects; you can also enter a stage password when you're done.
Infinite time—Diamond, Honor, Cross, Crown
Infinite chicken feed—Valor, Valor, Bravery, Bronze
Mr. & Mrs. Tweedy can't see you—Crown, Bronze, Honor, Valor
Walk through solid objects—Cross, Diamond, Silver, Valor
Press **SELECT** while paused to skip stage—Honor, Valor, Bronze, Silver

EVEL KNIEVEL

Secret Password

Enter LASTSTAGE as your password. You'll get a message that says "Invalid Password!" and you'll be returned to the main menu. However, if you select "Start New Game" you'll be able to play the Snake River Canyon level immediately.

THE FINAL FANTASY LEGEND

Sound Test

At the title screen, press **SELECT + START + B** and hold all three buttons down for about three seconds. When you release the buttons, a sound test menu will appear.

FINAL FANTASY LEGEND II

Sound Test

At the title screen, hold **SELECT + B** and press **START**.

GHOSTS 'N GOBLINS

Quest 1 Passwords

L ♥ K ♥ ♥ ♥ B L—Level 2
Q O M ♥ ♥ ♥ 1 H—Level 3
P S S ♥ 7 ♥ B 4—Level 4
T J R ♥ 7 ♥ 2 h—Level 5
J J T ♥ 7 ♥ 7 L—Level 6
K D C ♥ H ♥ S H—Final boss
Quest 2 Passwords
G N ♥ ♥ K 0 0 H—Level 1
G N 1 ♥ S 0 B J—Level 2
X 4 3 ♥ S 0 M R—Level 3
L S 5 H 9 1 1 4—Level 4
D N 7 ♥ 9 3 ♥ 7—Level 5
X N 9 ♥ 9 3 3 3—Level 6
N B C ♥ K 4 0 N—Final boss

GRAND THEFT AUTO

Unlock Hidden Characters

Before starting a game, rename the character "KELLY" to "SUMNER." Many hidden characters will appear in the menu.

HOT WHEELS STUNT TRACK DRIVER

Super Password

To unlock all of the tracks and the secret Twin Mill car, enter the password **Up, Left, Down, Right, Right, B**.

JAMES BOND 007

Mini Games

To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog.

KILLER INSTINCT

Boss Code

Choose any character, then, at the match-up screen just before the fight starts, hold **Right** on the D-pad and quickly press **SELECT, START, B, A**.

THE KING OF FIGHTERS '95

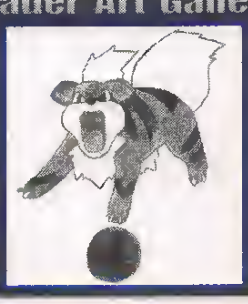
Secret Codes

When the Takara logo appears at the beginning of the game, press the **SELECT** button repeatedly for different effects as follows:

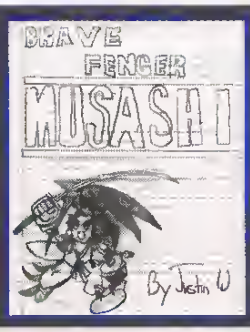
TIPS & TRICKS Reader Art Gallery



by Joseph Dambrosio, Lowell, MA



by Armando Claudio, Caguas, Puerto Rico



by Justin Waltman, La Habra, CA



by Ben Berkowitz, Baytown, TX

Game Boy tips

• Press **SELECT** three times to access two hidden characters, Saisyu and Rugel
• Press **SELECT** 20 times for one additional hidden character, Nekoruru
• If you press **SELECT** 25 times, you get the hidden characters, plus you'll start each battle with your Super meter maxed out
• If you hold **A + B** end press **SELECT** at the Takara logo screen, you'll be able to choose the same character up to three times for a single team in Team mode

KLAX (Game Boy Color version)

Passwords
Pillar, pillar, green alien, blue square—Wave 95 completed
Pillar, yellow alien, green diamond, green diamond—See the credits
Blue square, pillar, green diamond, green alien—Read the "story of *Klax*"
Yellow alien, pillar, piller, green alien—Read the *real* story of *Klax*
Green alien, green alien, red circle, blue square—Mini-game (programmers' heads)
Red circle, green diamond, blue squere, green alien—Mini-game "Snake"
Green alien, green alien, blue square, green alien—Mini-game "Fürd Herder"

THE LEGEND OF ZELDA: LINK'S AWAKENING

Exploding Arrows
At the inventory menu, equip yourself with both bombs and arrows You'll be able to fire them simultaneously, giving you arrows that explode
Boomerang Trick
Stand neer the rooster end throw the boomerang, then grab the rooster before the boomerang returns to you Now you can run around with the rooster while the boomerang flies eround, killing enemies

THE LION KING

Stage Skip
At any time during the game, press **START** to pause, then quickly press **B, A, A, B, A, A** You'll immediately skip to the next stage

M&M'S MINIS MADNESS

Passwords
The Warehouse, part two—Green, Blue, Yellow, Red, Yellow, Yellow
The Conveyors, pert one—Green, Blue, Green, Red, Green Yellow
The Conveyors, part two—Red, Yellow, Orange, Yellow, Brown, Blue
The Conveyors, part three—Brown, Green, Red, Blue, Orenge, Blue

MARY-KATE & ASHLEY: GET A CLUE!

Passwords
M H N T G F—The Case of the Missing Mummy
N L B R T C—The Case of the Rock & Roll Mystery
R G T M N L—The Case of the Green Ghost
F B L H C H—The Case of the Summer Camp Caper

MOON PATROL/SPY HUNTER

Infinite Lives in Moon Patrol
At the title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, A**, you'll hear a signal to confirm the code
Start Spy Hunter *with All Special Weapons*
At the title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, B**; you'll hear a signal to confirm the code

MORTAL KOMBAT

Play as Goro
First, defeat Shang Tsung and win the game Watch the credits roll by and wait for the words **"THE END"** to appear Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well Continue to hold those buttons down until the screen fedes and the words **"ENTER YOUR INITIALS"** appear on the screen Next, input your initials and press **A** When the the high score table eppeers, press **START**, you'll get a screen that reads, "Goro lives .. as you!" You've just discovered a hidden version of *Mortal Kombat* where you pley as Goro and all of your opponents have been given new names

MORTAL KOMBAT II

Secret Character Smoke
When battling in the Kombat Tomb stege, wetch for Dan **"Toasty"** Forden to appeer, he's the little head thet pops up in the lower right corner of the screen at certain times, usually after uppercuts or cool combos As soon as you see him, hold **Down** on the D-pad and press the **START** button to werp to a battle against the secret ninja character, Smoke
Secret Character Jade
Watch the "Battle Plan" that shows who your next opponent is in one-pleyer mode When you reach the opponent just before the **"?"** square on the battle plan, defeat that opponent using only the Kick button in the winning round If you can do this, your next opponent will be the secret female ninja, Jade

MORTAL KOMBAT 4

Extra Credits
At the difficulty select screen, press **Up** or **Down** to chenge the number of credits displayed at the top of the screen, you can start with up to five
Kombat Codes
At the "Enter Kombat Code" screen just before e fight, enter the following codes using the D-pad The numbers represent the number of times you have to press **Up** to change the symbol in each box. You can also advance through the icons in reverse order by pressing **Down** For example, to unlock Reptile as a playable character, enter the code 192-234 as follows
1) Highlight the first icon box, press **Up** once
2) Highlight the second icon box, press **Up** nine times (or Down once)
3) At the third box, press Up twice.
4) At the fourth box press Up twice
5) At the fifth box press **Up** three times
6) At the last box press **Up** four times
You'll get a message to confirm proper entry of each code
192-234—Unlock Reptile
205-205—Fight against Reptile
001-001—Unlimited Run
987-123—No power bars
100-100—Throwing disabled
020-020—Blocking disabled
688-422—Oark Kombat
985-125—Psycho Kombat
333-333—Randper Kombat
000-707—Computer starts with 1/4 life
707-000—Player 1 starts with 1/4 life
000-033—Computer starts with 1/2 life
033-000—Player 1 starts with 1/2 life

THE MUMMY RETURNS

Passwords
From the main menu, selact "Load Game" to enter the password input screen Remember, all passwords read clockwise sterting from the topmost letter on the screen Hold **A** while entering it to see what you are doing
1PWK47—Break-in at the O'Connell Mansion
KJJ178—The Rescue
XSONOC—Bus Getaway
NON1F1—Canyon Chase
B4S6L7—Arrival at the Oasis
144WB8—Into the Pyramid
RDV011—Final Escape
64PS1T—Ending

NASCAR RACERS

Passwords
KTHZTRYW—Jungle Track 2
PXMMZCHW—Jungle Track 3
TYGNDPTS—Jungle Track 4
LYMTHXRS—Egypt Track 1
ZTCSMGZW—Egypt Track 2
DYCLNSDR—Egypt Track 3
DTDWWYDZ—Egypt Track 4
CNCMCCML—Europe Track 1
DSTZLCTY—Europe Track 2
NHKMZRXZ—Europe Track 3
LSCLLLZS—Europe Track 4
LTNTHHCX—St Petersburg Track 1
WHXSSTNT—St Petersburg Track 2
NYLWNDSW—St Petersburg Track 3
PGPMWKPY—St Petersburg Track 4

NBA HOOPZ

Secret Codes
Enter the following codes at the "Play Match" screen just before the game starts You'll see a confirmation message in the box at the bottom of the screen each time you enter a code correctly Each code consists of three numbers and a direction on the D-pad, these numbers represent the number of times you must press the **START, B** and **A** buttons before pressing the D-pad to "register" the code For example, to enter the "Factory court" code, press **START** three times, **B** once and **A** twice, then press **Down** on the D-pad
0-1-2-Up—Infinite Turbo
2-2-2-Left—No Fire
1-0-0-Down—Show Hotspot
1-1-2-Down—Practice court
3-1 2-Down—Factory court
3-0-1-Left—Night Club court
3-3-3-Up—Roof Top court
3-2-1 Right—Island court
1-2-3-Left—Volcano court
2-0-3-Right—Prison court
2-1-0-Right—Oil Rig court
0-3-2-Up—Future court

THE NEW ADVENTURES OF MARY-KATE & ASHLEY

Passwords
CBTHPM—The Case of Volcano Mystery
GMQTCK—The Case of the Haunted Camp
LHDDQJ—The Case of the Fun House Mystery
MDGKMQ—The Case of the Hotel Who-Done-It

NFL BLITZ

Passwords
06267545—Play as the Midway Blitzers
00606744—Play as the Emeryville Eclipse
Secret Codes
Choose "Exhibition" from the main menu and choose a team When the "Vs " screen appears, enter any of the following codes to get different effects
Infinite Turbo—**START, START, START, START, START, B, A, A, A, A, Up**
No Fumbles—**START, START, START, START, B, B, A, A, A, Down**
Invisible Receiver—**START, START, START, START, B, B, B, A, A, A, Up**
No Pointer—**START, START, START, B, B, B, A, A, A, Left**
Start in Overtime—**A, A, A, A, A, A, Up**
Parking Lot Field—**START, START, START, B, B, A, A, A, Down**
Space Field—**START, START, A, A, Right**
Night Game—**START, START, B, B, A, A, Right**
Predator Mode—**START, START, START, START, START, B, B B, B, B, A, Up**

ODDWORLD ADVENTURES

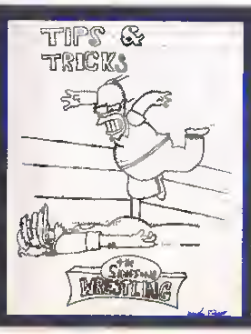
Super Jump
When Abe is jumping, press the **START** button to pause the game while he's still in mid-air After you unpause, Abe will jump again, doubling the height (or length) of his original jump You can continue to extend the same jump as many times as you went with the proper timing
Passwords
JCBCM—Level 2-0
JMBCC—Level 2-1
JMCCB—Level 2-2
JPCCD—Level 2-3
JTCCJ—Level 2-4
STCCS—Level 2-5
SBCCT—Level 2-6
TBFCQ—Level 2-7
TBKCL—Level 3-1
TBTCB—Level 3-2
TBTDC—Level 3-3
TBTBT—Final Level

PITFALL: BEYOND THE JUNGLE

Passwords
SWNGRBTS—The Wilderness
FLTYWTRS—Underground Caverns
GNGDWN—The Volcano
SLTHHRNG—The Prison 1
BNGDNSD—The Prison 2
SWPNGBLW—The Scourge

POKÉMON (Red, Blue and Yellow versions)

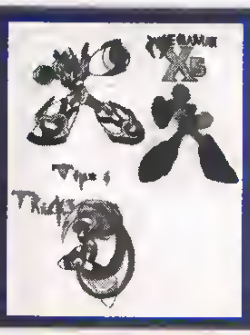
Celadon "Rocket Game Corner" Tips
• Slot Machines—Watching the reels carefully can increase your odds of getting a match For example, watch for a particuler image or number to scroll by, and hit the **A** button es soon as it appears for each reel The chences of you lining up another image is fairly high, es long as you don't get dizzy staring at the tiny Game Boy screen Although it's claimed that the slot machines inside this casino have different odds, watching the reals works on all of them
• Secret Coins—After speaking to the other people in the casino to get coins, you can discover secret coins lying around the floor of the Game Corner by moving around and pressing **A**
Evolution Tip
Some Pokémon can only be evolved through the use of elemental Evolution Stones It is e bed decision to evolve your Pokémon right away, since there may be some attacks it can only learn in its Basic Evolution stage thet it would never leern if you evolved it right away
Hidden Machine Tips
• Hidden Machines, or HMs, are permanent If you teech them to one of your Pokémon, they will never forget It, therefore, don't teach weak HM skills like "Cut" to a Pokémon you intend to use as part of your main party
• HM 01 (Hidden Machine 01) Cut—When you use Cut in a grassy area, you will clear away four squares of grass Using this method is one way to avoid random encounters with wild Pokémon
Master Ball Tip
The Mester Ball is an ultimate Pokéball that can capture eny Pokémon instantly It can only be used once, so don't waste it on a common Pokémon It should be saved so it can be used to capture Mewtwo or one of the three Legendary Birds
Fight Mewtwo
In order to fight Mewtwo, you need to gain access to the Unknown Dungeon You must defeat the Elite Four before the man blocking the entrance will allow you through Also, you must **NOT** reset your game after you've beaten it. Wait for the credits to finish, then go back to the Start screen by pressing **A** Fly to Cerulean city, then use a Pokémon thet knows Surf to get to the Unknown Dungeon, which lies to the northwest of Cerulean city Right before you fight Mewtwo, save your game That wey if you lose or if Mewtwo faints, you can quickly reset the game You should also do this before fighting other "one-time-only" Pokémon like Zapdos, Artic-



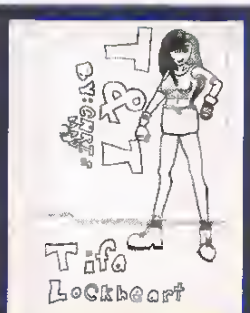
by Brandon Takacs, Granite City, IL



by Peter Parrish, Santa Ana, CA



by Chris Bustamante, Abilene, TX



by Chris May, Liverpool, NY

uno and Moltres. When you fight Mewtwo, either use the Master Ball immediately or use sleep attacks and a lot of Ultra Balls.

Quick Experience Gain

If you have a group of strong Pokémon with one weak Pokémon, you can level up your weak Pokémon quickly by letting it share experience with a stronger one. Put the weak Pokémon at the top of the list so it always goes out into battle first. Switch it immediately with a strong Pokémon and the two will split the experience points in half. This is an excellent way to level up Pokémon like Magikarp, which are useless before they evolve.

Rare Candy Tip

Gaining levels by using Rare Candy on your Pokémon is not as effective as leveling up your Pokémon normally. Pokémon who legitimately gain experience improve their statistics more dramatically than Pokémon who only used Rare Candy, so it's not a good idea to use a lot of Rare Candy on one Pokémon at once, since it will be weaker than other Pokémon that are the same level.

Increase Stats

Use one of your Pokémon in battle until all of its PP for one move is depleted. Take it to a Poké Center to store it in Bill's PC, then immediately take it out again. Heal your Pokémon at the Poké Center, then check its statistics—you'll find that some of its attributes have slightly increased. This will occur even if you are using a Pokémon that is already at Level 100.

POKÉMON: SPECIAL PIKACHU EDITION (Yellow version)

Level Up Pikachu

When playing *Pokémon Yellow*, your starting Pikachu will obey you no matter what level he is or how many badges your character has earned. Knowing this, one quick way to blaze through the game is to trade your starting Pikachu into another *Pokémon* game that you've already finished and quickly level Pikachu up by having him lead off during battles in the Elite Four tournament. When you trade him back into *Pokémon Yellow*, your character will have no trouble controlling him, even if his levels are maxed out and you haven't earned a single badge. This will only work with your *Pokémon Yellow* starting Pikachu, i.e. the one that follows you around everywhere.

Bucket-Head Pikachu

Pikachu trails behind your main character during the game, and you can turn around and "speak" to Pikachu to get a graphical representation of what's on his mind. When you take Pikachu fishing, maneuver your character so you're standing beside Pikachu. After fishing, turn to speak to Pikachu and he will respond with a bubble over his head with a picture of a fish in it. Zoom in on Pikachu and you'll see that he's put your fishing bucket on his head!

POKÉMON PUZZLE CHALLENGE

Extra Difficulty Levels in TF Challenge Mode

Choose "Challenge" from the "1 Player" menu, at the "Game Lvl" screen, highlight "Hard," hold **SELECT** and press **A** to unlock the "S-Hard" difficulty option. Highlight "S-Hard," hold **SELECT** and press **A** again to unlock the "Intense" difficulty setting.

Extra Options

Choose "Options" from the main menu, then hold **SELECT** and press **A**, you'll hear a chime. Now press **Down** to find seven new items at the Options menu, including a garbage limiter, an option to change the "slow" speed and the ability to toggle various game sounds on or off.

View Chain Stats

At the main Records menu, hold **SELECT** and press **A**, a new menu screen will appear that lets you view more detailed stats about the chains you've created.

THE POWERPUFF GIRLS: BAD MOJO JOJO

Secret Codes

Choose "Enter Secrets" at the main menu and enter any of the following codes to unlock various features:

ANUBISHEAD (or TARGETGAME)—Unlock the "Professor Utonium" trading card
SNOWPOKE (or GAMESTOP)—Unlock the "Sara Bellum" trading card
ZORCH (or BESTBUYPWR)—Unlock the "Brick" trading card
DOGGIEDO (or EBWORLD)—Unlock the "Powerpuff Boys" trading card
FIZZAT (or SEARS)—Unlock the "Princess" trading card
TOYSTOWN (or CITYRULES)—Unlock the "Powerpuff Girls" trading card
ROACHCOACH—Unlock the "Roach Coach" trading card
TOYSRUSCOM—Unlock the "Volcano Mountain" trading card
TOWNSVILLE—Unlock the "Utonium Chateau" trading card
SEDUSA—Unlock the "Sedusa" trading card
GOGETBUTCH—Unlock the "Pokey Oaks School" secret level
DUSTBOOMER—Unlock the "Townsville Art Museum" secret level
CHERRY—Unlock the "Unlimited Red Chemical X" cheat
LICORICE—Unlock the "Black Chemical X" cheat
IGOTWINGS—Unlock the "Unlimited Flight" cheat
DOGMODE—Unlock the "Unlimited Lives" cheat
GIRLPOWER—Unlock the "Unlimited Super Attack" cheat
CHEMICALX—Unlock the "Buttercup Graphic" cheat
BOOGIEMAN—Unlock the "Bubbles Graphic" cheat
USESNIPS—Unlock the "Boomer Graphic" cheat
BESNAILS—Unlock the "Butch Graphic" cheat
TAILSRULE—Unlock the "Brick Graphic" cheat
BROCCOLOID—Unlock the "Mayor Graphic" cheat
BILLSGIRLS—Programmer's message + secret photo
RICHARDKIM—Error message + secret photo #2

THE POWERPUFF GIRLS: BATTLE HIM

Secret Codes

Choose "Enter Secrets" at the main menu and enter any of the following codes to unlock various features:

TOYSTOUGH (or TARGETPUFF)—Unlock the "Mayor" trading card
RUFFBOYS (or BIGBILLY)—Unlock the "Talking Dog" trading card
ICEBREATH (or BESTBUYHDQ)—Unlock the "Boomer" trading card
FLEETFEET (or GOTOSEARS)—Unlock the "Utonium Family" trading card
HOTLINE (or ELBO)—Unlock the "Boogieman" trading card
TALKINGDOG (or TOYSPOWER)—Unlock the "City of Townsville" trading card
MRSBELLUM (or RICHMONDVA)—Unlock the "Rainbow the Clown" trading card
MALPHS—Unlock the "Townsville Art Museum" trading card
PRINCESS—Unlock the "Townsville City Hall" trading card
POWERPUFF—Unlock the "Evil Cat" trading card
GOGETBUTCH—Unlock the "Townsville Skies" secrat level
BEATBRICK—Unlock the "Utonium Chateau" secrat level
CANDYAPPLE—Unlock the "Unlimited Red Chemical X" cheat
MIDNIGHT—Unlock the "Black Chemical X" cheat
JETFUEL—Unlock the "Unlimited Flight" cheat
UNDEAD—Unlock the "Unlimited Lives" cheat
PHONECARD—Unlock the "Unlimited Super Attack" cheat
MISSKEANE—Unlock the "Blossom Graphic" cheat
LUMPKINS—Unlock the "Buttercup Graphic" cheat
WANTSNIPS—Unlock the "Boomer Graphic" cheat
SNAILSIAM—Unlock the "Butch Graphic" cheat
ITOOKTAILS—Unlock the "Brick Graphic" cheat
MCCRACKEN—Unlock the "Mayor Graphic" cheat
BILLSGIRLS—Programmer's message + secret photo
RICHARDKIM—Error message + secret photo #2

THE POWERPUFF GIRLS: PAINT THE TOWNSVILLE GREEN

Secret Codes

Choose "Enter Secrets" at the main menu and enter any of the following codes to unlock various features:

TOYSCIENCE (or TARGETPOWR)—Unlock the "Little Arturo" trading card
TOYSMAGIC (or GRUBBER)—Unlock the "Grubber" trading card
SQUID (or BESTBUYPUF)—Unlock the "Snake" trading card
KABOOM (or EBSTORE)—Unlock the "Big Billy" trading card
FLEETFEET (or SEARSRULES)—Unlock the "Ms Keane" trading card
WUNK (or GOCIRCUIT)—Unlock the "Ace" trading card
ROWDYRUFFS—Unlock the "Butch" trading card
RZONE—Unlock the "Fuzzy Lumpkins" trading card
MOJOJOJO—Unlock the "Brocciod Emperor" trading card
AMOEBABOYS—Unlock the "Townsville Dump" trading card
BEATBRICK—Unlock the "Utonium Chateau" secret level
DUSTBOOMER—Unlock the "Bonsai Garden" secret level
RUBIES—Unlock the "Unlimited Red Chemical X" cheat
EBONY—Unlock the "Black Chemical X" cheat
IFLYINSKY—Unlock the "Unlimited Flight" cheat
QUICKENED—Unlock the "Unlimited Lives" cheat
POWERCALL—Unlock the "Unlimited Super Attack" cheat
POKEYOAKS—Unlock the "Blossom Graphic" cheat
UTONIUM—Unlock the "Bubbles Graphic" cheat
SNIPSFORME—Unlock the "Boomer Graphic" cheat
LIKESNAILS—Unlock the "Butch Graphic" cheat
GOTMETAILS—Unlock the "Brick Graphic" cheat
OCTIEVIL—Unlock the "Mayor Graphic" cheat
BILLSGIRLS—Programmer's message + secrat photo
RICHARDKIM—Error message + secret photo #2
BILLHUDSON—Unlock all trading cards, cheats and secret levels

PRINCE OF PERSIA

Passwords

0676907 5—Level 2
2861106 5—Level 3
9211701 5—Level 4
8701910 5—Level 5
4630813 5—Level 6
6590319 5—Level 7
7091419 5—Level 8
6881368 5—Level 9
0141465 4—Level 10
3271074 4—Level 11
2661477 4—Level 12
9811946 4—Battle with Jaffar
8901241 4—Ending

PROJECT S-11

Passwords

FLLT—Mission 1
H013—Mission 2
3!!F—Mission 3
SZPP—Mission 4
0Z37—Mission 5
GIZT—Mission 6
GFGF—Mission 7
V07T—Mission 8

RAMPAGE WORLD TOUR

Two Player Mode

To unlock a secret two-player link cable option, hold the **SELECT** button at the main menu and press **Up, Down, Left, Right, Down, Up**. Note that you must have two Game Boys, a link cable and two copies of the *Rampage* cartridge to play in two-player mode.

RAMPAGE 2 UNIVERSAL TOUR

Make Your Own Password

To start at any stage with any character, choose "Password" from the main menu, then construct a password as follows:

1) Enter one of the following as the first character of your password to choose which character you'd like to play as:
B—Curtis
C—Boris
D—Ruby
F—George
G—Lizzie
H—Ralph
J—Myukus
K—Pucous
L—Noobus

2) Enter one of the following as the second character of your password to choose which area you'd like to start in:
B—U.S.A
C—Europe
D—Asia
F—Everywhere else
G—Outer Space

3) Enter any character except 4, 5, 6, 7, 8, 9 and A as the third character of your password to choose which city you'd like to start in. Each area has 25 cities, enter B to choose the first city, C to choose the second, etc. all the way up to the number 3 which represents the 25th city in the chosen area.

4–8) Enter "B B B B N" as the fourth through eighth characters of your password.

9) Now you're at the last character of the password, so all you need to do is to try each character—one at a time—until you find the one that "locks" the password into place with a checksum. If you get sent back to the main menu when you press **A**, your password is in place, so just choose "Start Game" to begin.

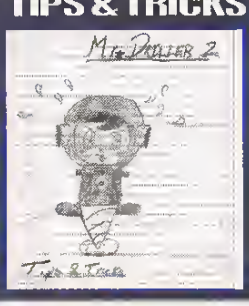
READY 2 RUMBLE BOXING

Unlock Hidden Boxers

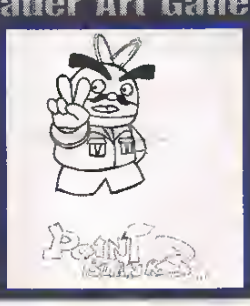
Enter any of the following codes below at the main menu. Make sure "Arcade Mode" is highlighted. You'll hear a special sound effect after correctly entering a code.

Unlock Kemo Claw—Press **Left, Left, Left, Right, Right, Right, Left, Right, Left, Right**
Unlock Nat Daddy—Enter the code above, then press **Right, Right, Right, Left, Left, Left, Right, Left, Right, Left.**

TIPS & TRICKS Reader Art Gallery

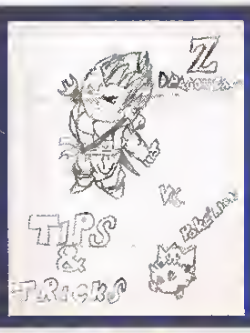


by JDaniel Garcia Jr., Philadelphia, PA


by Brian Blackie, Montezuma Creek, UT



by Joe Green, Manteca, CA



by Ryan Adaya, Corona, CA

Unlock Demian Black—Enter the code above, then press **Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left**

RO_D CHAMPS: BXS STUNT BIKING
Password
Q G F 7—Unlock all modes and most levels

ROCKET POWER: GETTIN' AIR
Unlock All Levels
From the main menu, select "Password." At the password entry screen, press any of the following button combinations to start a geme with all levels unlocked at the corresponding skill level:
Skill 1—**Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Right, Down, Down, Right, Up, Up, Up, START**
Skill 2—**Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Right, Up, Up, Up, START**
Skill 3—**Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, START**

RUGRATS IN PARIS: THE MOVIE
Password
Q P R C H J N Y—First three park gates unlocked

THE RUGRATS MOVIE
Passwords
B V B Y F J N D—Train Crash
T Q M M Y _ Q K—Hospital
R J D B C V R T—Light Woods
V N G B L J C V—Dark Woods
B J G S M V S H—Reptar Ride
L J T B W Q Q D—Ancient Ruins

RUGRATS: TIME TRAVELERS
Passwords
M J N F L F V L—1800s Goldmine
F G Y P T L F V—Ancient Egypt
V T L V N T J S—Atlantis
J V R R V S J C—Jurassic
M F D J F V V L—Medieval
F V J R Y L F V—Fairytale
P J R V T F L V—Pirates!
C J R C V S L V—Big Top
S P V C F L F V—Outer Space
C Q Q K J F S 5—Toy Palace North Wing
B V B Y R J C F—Wild West
C R V W L J N G—Toy Palace East Wing
P L V Y P F N 5—Toy Palace South Wing
T Q Y B Q X F 5—Toy Palace West Wing
T R V J N S F T—On the Moon
B V T H T J M F—Crane mini game
C F J N S T F R—Bell mini game
B V B Y G R Q W—Shooting mini game
W F V N N J N G—Egg mini game
P R F S F N T S—Ending

SAMURAI SHODOWN
Secret Characters
To get three secret characters, press the **SELECT** button three times while Haohmaru is shown in the opening demo

SHAMUS
Cheat Passwords
Enter eny of the following passwords to start at the corresponding stage with all keys in your inventory end 31 lives in reserve
S G F 3 S G V 1 V—Level 1: The Laboretory
4 G F 3 S G V 1 T—Level 2: Shadow Studios
7 G F 3 5 G V 1 X—Level 3: Abandoned L.A. Subway System
6 G F 3 S G V 1 V—Level 4: The Shadow's Lair Hotel and Casino

SHREK: FAIRY TALE FREAKDOWN
Shrek's Passwords
S M H T V K C Q R—Village
T Q D F N H G G M—Dungeon
T F G K W L S J J—Swamp
K D N B Q G K V Y—Dark Forest
K W J P Y X C Q C—Bridge
Y N N H L B M B Y—Castle
Thelonius' Passwords
L R S V G T L X M—Village
Y F S V G T L X K—Dungeon

THE SIMPSONS: NIGHT OF THE LIVING TREEHOUSE OF HORROR
Passwords
F W X C K J X G L W N—Flying Tonight
W S Q L S W R B N R F—Plen 9 From Outer Springfield
B X P G C F P Y J W B—Vlad All Over
N P K Y G B K T F W Q—Nightmare Cafeteria
W S Q J L T Q F Y W K—If I Only Had a Body
X Q R F J W R B T W P—King Homer

SNOOPY TENNIS
Password
W W X R—Unlock all characters

SPACE INVADERS (Game Boy Color version)
Passwords
C L S S 1 2 B 1 9 9 9 D B M—Classic Mode
W W Y X T C 2 N Q W 7 9 V Y—Venus
? W Z 4 V C L N 4 W B 1 V ?—Mars
R S S N 3 Q J 7 B ? G J M C—Jupiter
W S P Z M S 0 B N ? H 8 N F—Saturn
C V 1 ? Q W K G J 3 X B R 5—Uranus
H V 2 7 R W 1 G N 3 Y 0 R 7—Neptune
M V 7 H R C L H S 3 Z S R 9—Pluto

SPAWN
"Normal" Passwords
Chapter 1—Spewn, blank, heart, skull
Chapter 2—heart, heart, skull, heart
Chapter 3—heart, skull, skull, blank
Chapter 4—skull, Spawn, skull, heart
Chapter 5—heart, skull, Spewn, Spawn
Chapter 6—Spawn, Spawn, heart, blank
Chapter 7—skull, Spawn, Spawn, heert
"Hard" Passwords
Chapter 1—heart, heert, blank, Spawn
Chapter 2—blank, heart, Spawn, heart
Chapter 3—Spawn, skull, blank, skull
Chapter 4—heert, Spawn, skull, Spawn
Chapter 5—Spawn, heart, blank, Spawn
Chapter 6—skull, skull, Spawn, heart
Chepter 7—Spawn, heart, skull, Spawn

SPIDER-MAN (Game Boy Color version)
Passwords
From the title screen, select "Continue," then enter any of the passwords below. You'll automatically be taken to the corresponding stage after entering a correct password
G V C B F—Venom defeated
Q V C L F—Venom and the Lizard defeated
G – F G N—Connors Lab

SPIDER-MAN 2: THE SINISTER SIX
Passwords
M P 1 6 3 C—After defeating Mysterio
P L B S 1 D—After defeating Sandman
M M 9 4 7 F—After defeating Scorpion
T S 6 1 9 G—"Find Enemy" mission before Kraven
L R 6 i 9 G—After defeating Kreven
Nightmare Difficulty
At the title screen, press **A, B, SELECT, Up, Right, Down**. You'll hear e maniacal laugh if you entered the code correctly. Next, select "New Game" at the main menu end you'll be able to select a new level of difficulty, "Nightmare."
Secret Mini-Game
At the title screen, press **A, B, A, B, Down**. You'll immediately be teken to a secret mini-geme if you entered the code correctly
Cheat Screen
At the title screen, press **B, A, Left, Down, Up, Right**. If you entered the code correctly, you'll immediately be taken to the Cheat Screen, where you'll be able to select any stage and give yourself infinite webbing and/or health

SPONGEBOB SQUAREPANTS: LEGEND OF THE LOST SPATULA
Cheat Code
Choose "Continue" from the main menu end enter "**D3BVG-M0D3**" as your password. You will start the game with all of the items in your inventory. You will also find a new option called "Level Select" et the Pause Menu, this allows you to skip to eny stage. Note that using this code may cause the game's graphics to become corrupt during normal gameplay or at the map screen.

STAR WARS EPISODE I: OBI WAN'S ADVENTURES
Passwords
B Q V Q K—Level 2
W N L R M—Level 3
S D G N K—Level 4
C N L M L—Level 5
B X G T G—Level 6
Q S R V J—Level 7
T K G J Z—Level 8
L P Z C P—Level 9

STREET FIGHTER ALPHA
Fight Akuma or M. Bison
To fight Akuma as your first opponent, choose your fighter at the character-select screen. Then, when selecting Manual or Auto, hold **B + A** until the fight begins. To fight M. Bison instead, hold **SELECT + B + A** in the same way

TECMO BOWL
Passwords
3 9 7 B F F A 5—Invisible Team vs. Chicago
1 D A F F 7 A 6—Championship Game: San Francisco vs. Denver
2 4 A F F D A D—Championship Gerne: New Yourk vs. Miami
9 3 7 F B F A 5—Championship Game: Seattle vs. Washington

TETRIS
Start at Higher Levels
Hold **Down** on the D-pad while turning the Geme Boy on and continue to hold it until the game starts. When you choose a starting level, you'll begin 10 levels higher than the one you chose

TETRIS ATTACK
Special Hard Mode
Choose "1P" from the main menu and select a "Vs. Com" game. Choose "New Game" at the next menu, then—when the difficulty select screen appears—hold **Up + SELECT** end press **A** to play in "Special Hard" mode.
Extra Puzzle Mode
Choose the "Password" option in Puzzle Mode and enter the password **J 0 I J 0 0 6 0** (those ere zeroes, not the letter "O"). Now you're playing against a new set of creatures in "Extra Puzzle" mode

TETRIS BLAST
"Fight 2" Mode
At the title screen, press **B** five times, then press **START**. The "Fight 2" Mode option will appear, in which you fight all of the bosses

TONY HAWK'S PRO SKATER 2
Passwords
B S B L P T G B B B B V—All boerds/levels unlocked
V I T I M B B B B B V V—Start with Tony Hawk and $81,910

TOY STORY 2
Passwords
P B P P—Scene 2
B J W J—Scene 3
P J B W—Scene 4
W B P P—Scene 5
J P W W—Scene 6
J B P J—Scene 7
W P W P—Scene 8
J J W W—Scene 9
P B W J—Scene 10
B P W W—Scene 11
W W W W—Ending

TUROK 3: SHADOW OF OBLIVION
Secret Passwords
From the main menu, select "Options," then select "Password." Enter any of the passwords below. You'll hear a special sound effect upon entering e correct code
Z X L C P M Z—Infinite Ammo
F J V H D C K—Infinite Lives

WACKY RACES
Password
Enter the password "**M U T T L E Y**" to unlock all of the secret charecters and the "Crazy" Cup

WORLD HEROES 2 JET
Boss Code
When the Tekere logo appears, press **Right, Left, A, B,** end **Up**. Now you can pley es the boss
"Jet" Code
At the title screen, press **Up, Up, SELECT, A, Down, Down, SELECT, B**. Now the gameplay is twice as fast

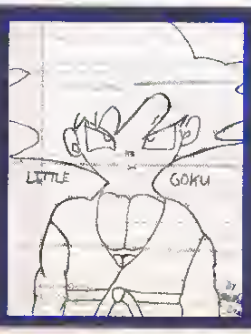
WWF WRESTLEMANIA 2000
Championship Passwords
Each of the following passwords will put you only two matches ewey from fighting egainst the last opponent of the game, Vince McMahon
P K D Y—Lest Password for Billy Gunn
C T F V—Lest Password for Steve Austin
F T D 8—Last Password for The Rock
R C D D—Last Password for X-Pac

X-MEN: MUTANT ACADEMY
Unlock Phoenix
At the title screen, press **Down, Right, Down, Up, Left, Right, B, A**. If you entered the code correctly, you'll see a spacial message appear
Unlock Apocalypse
At the title screen, press **Right, Left, Up, Down, Left, Up, B, A**. If you entered the code correctly, you'll see a special message appear

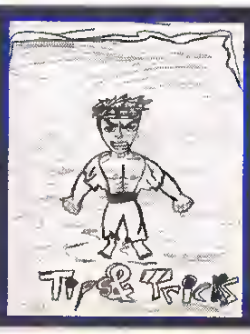
X-MEN: WOLVERINE'S RAGE
Password
New York—Wolverine's Head, Claws, X Symbol, Wolverine's Body

XTREME SPORTS
Cheat Menu
At the title screen menu, press **Left** five times, **Up** five times, **Right** five times, **Down** five times and **SELECT** five times. A cheat menu will appear that allows you to play any stage, view a "Scrapbook" about the making of the game and more. At the Sound Test menu, hold **A** end press **Left** or **Right** to change the number, then press **SELECT** to listen to it.
See the Ending
Enter the Sign-In Hut and enter your name as "staff" (all in lowercase). Exit the hut and go left, when you enter the Snack Hut you'll enter a secret level thet displays the game's credits
All Competition Medals
Enter the Sign-In Hut and enter your name as "xyzzy" (all in lowercase). Back outside, hold the A button end press **SELECT** to earn all 400 competition medels instantly. Now all you need to do is find the 20 secret Medals. If you hold A and press **SELECT** again, the Medal count will return to zero

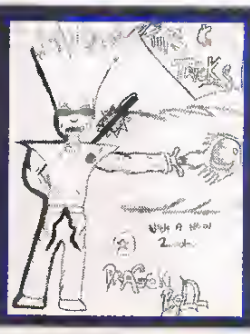
YARS' REVENGE
Password
Enter the passcode "O + O O" to start at any stage up to and including Level 240



by Mathew Bray, Surrey, B.C., Canada



by Jonathan Vazquez, Isla Verde, Puerto Rico


by Christopher Fitzgerald, Cleveland, OH



by Alexis Gnesor, Skagway, AK

AERO WINGS
Unlock Everything
Press **L + R** at the title screen. You'll hear a voice say "OK, good." When you begin a new game, you'll have access to all the stages and all the craft. Also, you'll have a score of 100 on every Blue Impulse Mission.
Special Options
Begin a new game from the title screen and enter "TASCAS" as your name. A new section called "Special," will appear in the "Game Config" menu under the "Options" menu. From here you can access three special options: Player Assist on/off, HUD on/off and Cockpit on/off.

AERO WINGS 2: AIRSTRIKE
Unlock Everything!
At the "Game Select" screen, hold **L + X** and press the **Y** button. You'll hear a special sound effect upon entering this correctly, now all of the planes, maps and missions will be unlocked.

ARMY MEN: SARGE'S HEROES
Cheat Codes
Enter any of the following codes at the "Input Code" screen from the main menu.
J H N N B R Z—Infinite Health
B N G B N G B N G—Maximum ammo
M R C N H R—Play as Sarge
N M M N S—Play as Hoover
T N K K L L R—Play as Riff
N C M N G—Play as Shrap
B G G R N M N—Play as Thick
F R D C H C K N—Play as Scorch
G R M M R P R—Play as Grimm
G R L P W R—Play as Vikki
T N V L L N—Play as Plastro
M D T R P R—Play as Bad Guy
H P P C M P R—Play as Nice Guy
S P R H R—Play as a Super Hero
L T T L L S—Play as a Little Lass
D N S R—Play as a Dinosaur
P N K B N N—Play as a Pink Bunny
S K L L—Play as a Skeleton
B T T L N—All Characters
S T L T H M D—Stealth Mode
F T H D—Fat Head
S L P H L L W—Headless
P N T H D—Peanut Head
V L S P R T—Evil Spirit
B G F T L V S—Big Foot
D S C M D N S S—Disco Madness
L N R G R V T—Lunar Gravity
R B N M L—Fast speed
L V N G L R G—Giant player
T H D T S T—Test Info
S F F R M V—Unlock "Making Of" video
Level Codes
T R G H T R—Spy Blue
T D B W L—Bathroom
M S T R M N—Rrff Mission
T L L T R S—Forest
S C R D C T—Hoover Mission
S T P D M N—Thick Mission
B L Z Z R D—Snow Mission
S R F P N K—Shrap Mission
G N R L M N—Fort Plastro
H T T T R T—Scorch Mission
Z B T S R L—Showdown
H T K T T N—Sandbox
P T S P N S—Kitchen
H X M S T R—Living Room
V R C L N—The Way Home

CRAZY TAXI
Use the Rickshaw Bike
At the character selection screen, highlight the character you would like to play as, then enter the following code very carefully.
Hold **L**, hold **R**, release **L**, release **R**
Hold **R**, hold **L**, release **R**, release **L**
Next, press **A** to confirm your cabbie, you'll hear a bicycle ring if you entered the code correctly.
Another Day Mode
At the character selection screen, move the cursor to the character you would like to play as. Press and release **R** once, then hold down **R** and press **A**. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.
No Arrows Mode
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **R + START** and press **A**. Don't let go of **R + START** until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow usually at the top of the screen will never appear.
No Destination Mark Mode
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **L + START** and press **A**. Don't let go of **L + START** until the words "no destination mark" appear in the lower left corner of the screen. In this mode, the destination marker will never appear.
Expert Mode
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **L + R + START** and press **A**. Don't let go of **L + R + START** until the word "EXPERT" appears in the lower left corner of the screen. In this mode, both the destination marker and arrow will never appear.
Alternate Views and Speedometer
Plug a controller into port C, then press **START** on Controller C at any time during the game. Now you can use the following commands on Controller C:
• Press **Y** to switch the view to one of the "replay" type cameras like in the game's intro
• Press **B** to switch the view to inside the driver's seat
• Press **A** to return to the original view
• Press **X** five times to make a speedometer will appear at the lower right corner of the screen. Subsequent presses of the **X** button will toggle it on and off.

CRAZY TAXI 2
No Arrows
At the character-select screen, highlight the cabbie you want to play as, press and release the **START** button, then press **START** again and hold it down while pressing **A** to lock in your choice. You'll see the words "no arrows" appear in the corner of the screen. Now the arrow that points to your next turn will no longer appear.
No Destination Mark
At the character-select screen, highlight the cabbie you want to play as, press and release the **Y** button, then press **Y** again and hold it down while pressing **A** to lock in your choice. You'll see the words "no destination mark" appear in the corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level.
Expert Mode
At the character-select screen, highlight the cabbie you want to play as, press and release the **START** button, then hold **START + Y** and press **A** to lock in your choice. You'll see the word "EXPERT" appear in the corner of the screen. This code combines the effects of the "No Arrows" and "No Destination Mark" codes.
Speedometer
You need a second controller plugged into Port C to enter the remaining codes. At any time during a game, hold **START** and press **Up** five dimes on the D-pad using Controller C. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To turn the speedometer off, hold **START** and press **Up** on Controller C again.
Alternate Camera Angles
Use the following button combinations on Controller C to change the camera angle at any time during the game.
• Hold **START** and press **X** on Controller C to get a rotating camera that moves clockwise around your vehicle. Hold **START** and press **X** again to make the camera rotate counterclockwise.
• Hold **START** and press **Y** on Controller C to switch to a camera that follows you from a fixed location and switches to various fixed locations as you drive around. In this mode, you can tilt the camera by pressing **Up** and **Down** on the D-pad on Controller C.
• Hold **START** and press **B** on Controller C to toggle between three additional camera angles. One is a first-person view through the windshield of your cab, one is a close-up view of your passenger's face and one is a low-angle "street" camera. While using the low-angle camera, you can use the D-pad on Controller C to switch between the following three views:
Left—Just behind the left front tire
Right—Just behind the right front tire
Up—Very low, right in front of the vehicle
• Hold **START** and press **A** on Controller C to return to the default view.
Blue Arrow
If you hold **START** and press **L** on Controller C during a game, the arrow that points to your destination will be blue instead of green. Unlike the green arrow—which simply points to the next turn you should take—the blue arrow points directly to the destination mark, even if there's a huge obstacle or impassable chasm between you and your goal.

DEAD OR ALIVE 2
Secret Demo Scene
First, change the "Your Age" setting in the "Others" Screen under the "Game Setting" menu to above 20. Then play Survival mode and obtain a high enough score to enter your name. Enter your name as "REALDEMO". Now, you'll see a new demo scene that will appear among the others that play after the title screen appears. It will only appear at a specific point in the demo sequence so you'll have to wait a few minutes for it to appear.

DRACONUS: CULT OF THE WYRM
Cheat Codes
At the title screen, press **X, Y, Y, X, X, Y, Y**. You'll hear a special sound effect after entering it correctly. Then, during gameplay, press **START** to pause and enter any of the codes below:
Restore Health—Hold **L + R** and press **Left**.
Level Skip—Hold **L + R** and press **Down**.
Super Code—Hold **L + R** and press **Right**.

EXPENDABLE
Secret Codes
Enter each of the following codes during a game as follows. Press **START** to pause the game, input the code, then press **START** again to unpause. After successfully entering a code, a confirmation will appear at the bottom of the screen after unpausing the game. To access the level select, you must return to the main menu after entering the code.
1st Person View—**L, Left, R, Right, X, X, Down, Down, R, L**
Invincibility—**Up, Down, Left, Right, X, Up, Down, Left, Right, Y**
More Grenades—**Down, Down, Down, Down, Down, Up, Up, Up, Up, R**
More Lives—**A, B, X, Y, L, R, Up, Down, Left, Right**
More Credits—**A, B, Left, A, B, Right, B, A, Down, R**
Level Select—**Up, Down, Up, Down, Up, Down, Left, Right, Right, Y**
Level Skip—**Y, Y, X, X, L, R, Down, Down, Up, Up**
Watch Ending—**L, R, L, R, Left, Right, Left, Right, Y, X**

F355 CHALLENGE: PASSIONE ROSSA
Extra Courses
At the "Options" menu, hold down **X + Y**. When you do this, a new menu item, "Password" will appear. While still holding **X + Y**, move the cursor to "Password" and press **A**. At the following screen you may enter any of the passwords below. Note the upper and lowercase letters in each of the words.
C i n q u e V a l v o l e—Unlock Fiorano
L i e b e F r a u M i l c h—Unlock Nurburgring
S t a r s & S t r i p e s—Unlock Laguna Seca
K u a l a L u m p u r—Unlock Sepang
D a y s o f T h u n d e r—Unlock Atlanta

FIGHTING FORCE 2
Stage Select
At the title screen, press **Left, Up, X, Up, Right, Y**. You'll see the screen flash after inputting the code correctly. Choose "Start Game," and a level-select menu will appear.

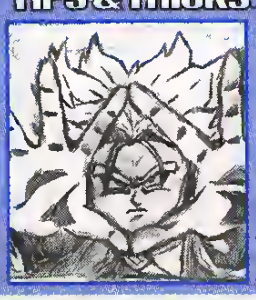
FLAG TO FLAG
Rainy Weather
Immediately after selecting a track in arcade mode, hold **L + R + Down** on the D pad until the screen fades in. When the race begins, the weather will be rainy.

GIGA WING
Unlock All Gallery Images & Stranger
From the main menu, select "Gallery." Then, press **B, X, Y, B, B, Y, X, B**. You'll hear a special sound effect if you entered it correctly. Also, when you start a new game, Shinnosuke's new craft, Stranger, will be available.

GRAND THEFT AUTO 2
Cheat Codes
Before you begin a game, change your name to any of the following ones below. You won't be able to see that you've entered most of these correctly until you start a game.
M U C H C A S H—Start with $500,000
U L T I M A T E—Start with $9,999,999
B I G G U N S—Start with all weapons
B I G C A T S—Start with 99 lives
S E S A M E—Unlock all levels
I N F I N I T Y—Infinite energy
L A W L E S S—No police
D B L W A M M Y—Start with infinite Double Damage power up
S C O O B Y D O—Start with infinite invisibility
B I G F R I E S—Start with Stun Gun & infinite ammo
T O A S T I E S—Start with Flame Thrower & infinite ammo
W O U N D E D—Blood splats
A L L F R E N D—Max respect for all gangs
E R R H U H—All pedestrians are Elvis
L O S T T O Y S—Retain weapons even if you get arrested or die

HIDDEN AND DANGEROUS
Unlock Cheats & All Missions
From the main menu, select "Start Game." Next, enter "RVLL" as your name (the second "L" should be flashing) and press **A**. If you entered the code correctly, the name should become erased automatically. Now press **B** to return to the main menu. You'll see the text "ALL MISSIONS" appear at the bottom of the menu. If you press **START** during gameplay, you'll see a new item called "Cheats" within the pause menu.

TIPS & TRICKS Reader Art Gallery

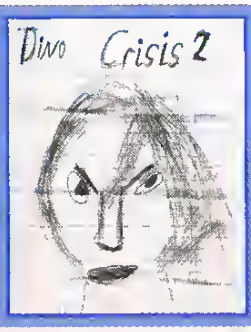

by Eric Bates, South Hill, VA



by Casey Mclallin, Port Orchard, WA



by James C'Debaca, Bozeman, MT



by Marshall Stafford, Victor, TX

More Cheats
These cheats will require the use of a keyboard. First, select "Start Game" from the main menu. Next, enter "IWILLCHEAT" as your name and continue the game setup as normal. Now you can enter any of the following codes at any time during gameplay. You'll hear a special sound effect after inputting each one. Remember, you must use the Dreamcast keyboard to type in these codes and you won't be able to see what you are typing as you do it.
e n e m y b—Toggle enemy view backward
e n e m y f—Toggle enemy view forward
r e s u r r e c t—Resurrect dead teammates
f u n n y h e a d—Big heads
d e b u g d r a w w i r e—Alternate graphics mode

THE HOUSE OF THE DEAD 2

Display Score
At the title screen—when the words "Press Start" appear—press **Left, Left, Right, Right, Left, Right, START** on the D-pad. When you begin a game, your score will be displayed at the top of the screen.

HYDRO THUNDER

Four-Second Boost + Super Start
At the beginning of any race, hold **L** before the countdown begins. When you see the number "3" on the screen, release **L** and hold **R**. When "2" appears, release **R** and hold **L**. When "1" appears, release **L** and hold **R** again. You'll get a four-second boost and a fast start when the race begins.

INCOMING

Cheat Menu
At the main menu, press **Up, Down, Left, Right, X, Up, Down, Left, Right, Y**. A new cheat menu will immediately appear.

KAO THE KANGAROO

Secret Codes
At any time during gameplay, press **START** to enter the pause menu, then select "Back to Map." Next, enter any of the following codes at the map screen that appears. You'll hear a special sound after entering a correct code.
Unlock all stages—Hold **L + R** and press **Up, Down, Right, Left, Up, X**
Add one glove to your inventory—Hold **L + R** and press **Down, Right, Left, Down, A**

LEGACY OF KAIN: SOUL REAVER

Secret Codes
At any time during the game, press **START** to pause, then enter any of the following codes for different effects. You may also hold **R** instead of **L** in the codes below. You'll hear a special sound effect to confirm each code, and they will take effect as soon as you unpause the game.
Restore Health—Hold **L**, press **Down, B, Up, Left, Up, Left**
Lose Health—Hold **L**, press **Left, B, Up, Up, Down**
Max Health—Hold **L**, press **Right, B, Down, Up, Down, Up**
Restore Magic—Hold **L**, press **Right, Right, Left, Y, Right, Down**
Max Magic—Hold **L**, press **Y, Right, Down, Right, Up, Y, Left**
All Abilities—Hold **L**, press **Up, Up, Down, Right, Right, Left, B, Right, Left, Down**
Fire Reaver—Hold **L**, press **Y, Right, Down, B, Up**
Aerial Reaver—Hold **L**, press **A, Right, Up, Up, Y, Left, Left, Right, Up**
Kain Reaver—Hold **L**, press **A, B, Right, Y, Left, Left, Right, Up**
Fire Glyph—Hold **L**, press **Up, Up, Right, Up, Y, X, Right**
Force Glyph—Hold **L**, press **Down, Left, Y, Down, Up**
Stone Glyph—Hold **L**, press **Down, B, Up, Left, Down, Right, Right**
Sound Glyph—Hold **L**, press **Right, Right, Down, B, Up, Up, Down**
Water Glyph—Hold **L**, press **Down, B, Up, Down, Right**
Sunlight Glyph—Hold **L**, press **Left, B, Left, Right, Right, Up, Up, Left**

LOONEY TUNES SPACE RACE

Secret Codes
At the main menu, select "Options," then select "Cheats." At the next screen, you may enter any of the following codes. The screen will flash green and you'll hear a special sound effect after entering a correct code.
C H E E S F I S H—Unlock everything
S U C C O T A S H—No Gags
D U C K A M U C K—Infinite Turbo
S A M R A L P H—Mirrored courses

MAG FORCE RACING

All Tracks & Vehicles
At the main menu, hold **X + Y** and press **Up, Left, Down, Right, Right, Up, Down, Right**. If you entered the code correctly, you'll hear a special sound effect.

MARVEL VS. CAPCOM

Secret Characters
Enter the following codes at the character-select screen. Remember, don't press any additional directional buttons before entering any code at this screen. Each of these characters has slightly different properties than their normal counterparts.
Evil Morrigan—Move the cursor to Zangief, then press **Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Down, Right, Right, Up, Up, Up Up, Left, Left, Down, Down, Down, Down, Right, Down, X**
Roll—Move the cursor to Zangief, then press **Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, Right, Right, X**
Shadow Lady—Move the cursor to Morrigan, then press **Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Down, X**
Orange Venom—Move the cursor to Chun-Li, then press **Right, Down Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up, X**
Orange Hulk—Move the cursor to Chun-Li, then press **Right, Right, Down, Down Left, Left Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Up, Left, Up, X**
Gold War Machine—Move the cursor to Zangief, then press **Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up, X**
Select Your Special Partner
Normally, the Special Partner is randomly chosen, but if you hold down any of the following button combinations as soon as you select your second character, you can force the cursor to stop on a particular partner. Remember, you must hold these button combinations down until the selection cursor stops.
Anita—**START** + Light P + Medium P + Heavy P
Arthur—**START** + Light P + Medium P
Colossus—**START** + Light P + Medium P + Medium K
Cyclops—**START** + Light P + Medium P + Medium K
Devilot—**START** + Medium P + Heavy P
Iceman—**START** + Medium P + Medium K
Jubilee—**START** + Medium P + Heavy P + Light K
Juggernaut—**START** + Light P + Medium K.
Lou—**START** + Medium P
Magneto—**START** + Heavy P + Light K
Michele Heart—**START** + Light P + Light K.
Psylocke—**START** + Medium K
Pure & Fur—**START** + Light K.
Rogue—**START** + Light P + Medium P + Heavy P + Light K.
Saki—**START** + Heavy P
Sentinel—**START** + Medium P + Heavy P + Medium K
Shadow—**START** + Light P + Heavy P + Medium K.
Storm—**START** + Light P + Heavy P + Light K
Thor—**START** + Medium P + Light K
Ton Pooh—**START** + Light P + Heavy P
Unknown Soldier—**START** + Light P
U.S. Agent—**START** + Heavy P + Medium K.

MDK 2

Alternate Costume for Kurt
At the title screen, hold **L + R** and press **X, X, Y, X**. You won't get any special confirmation, but after you start a new game and complete the first scenario, Kurt will appear without his coil suit.
Alternate Camera Setting
During gameplay, press **START** to pause, then hold **L + R** and press **B, A, B, A**. The new camera setting will take effect after you unpause the game. To return to the original camera setting, enter the code again.

MORTAL KOMBAT GOLD

Cheat Menu
At the title screen, quickly press **Up, Up, Down, Down, Left, Left, Right, Right**. You should hear a low chuckle after pressing **Down** the second time, then Shao Khan will say "Outstanding" if you complete the code quickly enough. Next, press **START** to reach the main menu, then press **Block + Run** (**L + R** in the default control configuration) simultaneously to access the cheat menu.
Secret Characters
With the above code in place, access the character select screen, move the cursor to "Hidden," then enter any of the following codes to play as a secret character.
Sektor—Hold **Block + Run**, press **Up, Up, Up, Up, Left, Left, Left**, then press **A, B, X**, or **Y**
Goro—Hold **Block + Run**, press **Up**, then **Left**, then press **A, B, X**, or **Y**
Noob Saibot—Hold **Block + Run**, press **Up, Up, Left, Left, Left**, then press **A, B, X**, or **Y**
View Character Bio Screens
Enter the Kombat Theater screen from the Options menu. You can view the biography screen for each character by highlighting the corresponding photo and pressing the **R** button. This code works whether you've unlocked a particular movie sequence or not.

NBA 2K1

Secret Codes
Enter any of the following codes at the "Codes" screen from the "Options" menu.
v c—Unlock three "Superstars" teams
h e l i u m b r a i n—Enable giant heads
a l i e n b r a i n—Enable monster players
t v i r u s—Enable infected players
s o h a p p y—Enable happy players
w h a t a m i s a y i n g—Enable crazy commentary
b e t h e b a l l—Enable basketball camera
r a d i c a l—Enable cool looks
t h e 7 0 s l i v e—Enable hip clothes

NBA HOOPZ

Match-Up Screen Codes
At the match-up screen just before the tip-off—when the announcer says, "Today's match up..."—enter any of the following codes to gain different abilities and power-ups. Each code consists of three numbers and a direction, the numbers represent the number of times you need to push the **X, A** and **B** buttons (from left to right) to change the symbols at the bottom of the screen, then you "lock in" the code by pointing the D-pad or joystick in the direction indicated. For example: To enter the "Infinite Turbo" code (3-1-2-Up), press the **X** button three times, the **A** button once and the **B** button twice, then press the D-pad or joystick **Up**. A message will appear to confirm if you've entered a code properly. Note: Some codes must be "agreed" to (entered by all players) in order for them to take effect. You can also enter the third number in each code by pressing the **Y** button instead of **B**.
3-1-2-Up—Infinite turbo
4-4-4-Left—No goaltending
2-2-2-Right—No fouls
0-1-**1**-Down—Show shot %
1-1-0-Down—Show hotspot
3-0-1-Up—No hotspots
1-2-1-Left—Granny shots
3-2-0-Left—Street court
0-2-3-Left—Beach court
1-1-**1**-Right—ABA ball
0-2-4-Right—Away uniform
0-1-4-Right—Home uniform
3-0-0-Right—Big heads
S-4-3-Left—Tiny players
3-3-0-Left—Tiny heads

NFL 2K

Secret Codes
Enter any of the following codes at the "Codes" screen from the "Options" menu.
L A R D—Fat players
S Q U E E K Y—Announcer's voice is higher pitched and faster
T U R B O—"Turbo" game speed in the Game Options screen becomes selectable
D E D M A N—"SloMo" game speed in the Game Options screen becomes selectable
S U P E R S T A R S—"Super Stars" team becomes selectable

NFL QUARTERBACK CLUB 2000

Cheat Passcodes
Enter any of the following cheats at the "Enter Cheat" screen from the main menu. You'll hear a ringing sound effect after entering a code correctly.
r g b y—Rugby mode
f r r s t g m p—Slow motion mode
b t t r f n g r s—More fumbles
h s p t l—More injuries
b c h b i l—Big football
f l b b r—Jelly football
h s n f r—Smoking players
t t h p c k—Thin players
m r s h m l l w—Fat players
b g m n y—Giant coin at coin toss

NHL 2K

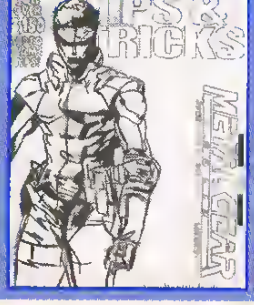
Big Head Mode + Unlock Black Box Team
Plug a controller into port D and turn on the game. When the Black Box logo appears before the title screen, hold **L + R** and quickly press **B, B, X**. When you start a game, all the players except for goalies will have big heads. Additionally, the secret Black Box team will become selectable.

NIGHTMARE CREATURES 2

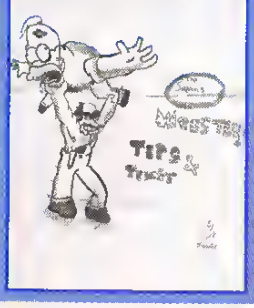
Cheat Menu
At any time during gameplay, press **START** to pause, then hold **L + R** and press **Left, B, X, Left, B, X, Left, B, X, A, X**. If you enter the code correctly the "Cheats" menu will immediately appear.
Full Health
At any time during gameplay, hold **X + Y** and press **B** to restore all your health.



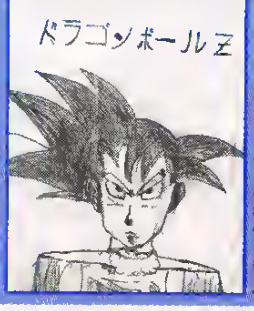
by Chris Rodriguez, Antioch, TN



by Brandon Pearson, Raleigh, NC



by Scottie Alexander, King William, VA



by Dominik Zembrowski, Maple Ridge, B.C., Canada

PHANTASY STAR ONLINE

Extra Costumes

At the main menu, select "New Game." At the Character Creation screen, select "Character Name," then enter one of the names below that corresponds to the character type you selected. After entering the name correctly, you'll hear a special sound effect, additional costumes will now be available for your character. Also, the "Character Name" field will still be blank after entering the code.

KSKAUDONSU—HUmar
MOUEOSRHUN—HUnewearl
RUUHANGBRT—HUcast
SOUDEGMKSG—RAmar
MEIAUGHSYN—RAcast
NUDNAFJOOH—RAcaseal
DNEAOHUHEK—FOmarl
ASUEBHEBUI—FOnewm
XSYGSSHEOH—FOnewearl

PLASMA SWORD

Secret Characters

At the character-select screen, press the following button combinations to temporarily unlock the corresponding character.

Kaede—Move the cursor to Rain, then press **Down, Down, Left, Left, Up**. Kaede will appear in the upper left corner.

Rai-On—Move the cursor to Byakko, then press **Up, Down, Left, Left, Right, Left, Up**. Rai-On will appear in the upper right corner.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers

Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you. Note the spaces between words.

RUMBLE POWER—Bronze Class. In Arcade Mode, Kemo Claw is also unlocked.

RUMBLE BUMBLE—Silver Class. In Arcade mode, Kemo Claw and Bruce Blade are also unlocked.

MOSMAI—Gold Class. In Arcade mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.

POD SI—Champ Class. In Arcade mode, all boxers are also unlocked.

Two-Player Ring Codes

In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations down while both players select a boxer.

R—Championship arena
L—Two tier arena
R + L—Gym

Change Costume Colors

At the boxer selection screen, press **X + Y** to change the currently-selected boxer's colors.

READY 2 RUMBLE BOXING: ROUND 2

Secret Codes

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the Dreamcast off, while others will only affect the first fight that takes place after the code is entered.

Unlock all boxers and special outfits—Press **Left, Left, Right, L, Left, Right, Right, R, R, L**. Press the X button to cycle through each fighter's different outfits.

Faster gameplay—Press **Right, Right, Up, Down, Right**, then **R** four times, then **L**.

Hyper speed mode—Press **Left, Left, Down, Up, Down, Right, Right**, then **R** 19 times, then **L**.

See the Ending—Press **Right, Right, Right, Down, R, L**, then exit to the main menu if you're not already there.

Championship fight vs. Rumbleman—Press **L, Down, Right, Up, Left**, then **R** six times, then **L**, then **R, R, L**.

Zombie boxer—Press **Left, Up, Right, Down, R, R, L**.

Big gloves—Press **Left, Right, Up, Down, R, L**.

Extra fat boxer—Press **Right, Right, Up, Down, Right, R, R, L**.

Extra thin boxer—Press **Right, Right, Up, Down, Right, R, L**.

Extra camera angles—Press **R** 20 times, then **L**, then **R**, then **L**, then **R** 21 times, then **L**, then **R** 18 times, then **L**, then **R** nine times, then **L**, then **R** 14 times, then **L**, then **R** five times, then **L, Left, Right, Up, Down, L**. Unlike the above codes, you'll hear an explosion and the word "RUMBLE!" when you enter this one correctly. Now start a game and press **START** to pause, you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons.

Instant Rumble Mode

At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter:

Level 1—**R, L, Down, Up**, Up, Left, **R, R, R, L**
Level 2—**R, R, L, Down, Up, Up, Left, R, R, R, R, L**
Level 3—**L, R, R, L, R, L, R, R, R, R, L, Left, Right, Up, Down**

These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering and about to fall.

RESIDENT EVIL 2

Unlimited Ammo

At any time during gameplay, press **B** to enter the Status Screen, then, press **Up, Up, Down, Down, Left, Right, Left, Right, R**. The number representing remaining ammunition for your weapons will change to the infinity symbol immediately after entering the code correctly.

SEGA RALLY 2

30 FPS Mode

At the title screen, press **Up, A, Down, Down, Left, Right, B, B, Up**. You'll hear a sound effect to confirm. During races, the game's maximum "frame rate" will be reduced to a constant level. (In general terms, the animation of objects and backgrounds appears smoother when a game's "frame rate" is higher; however, the frame rate may drop when there are too many objects on the screen.)

Remove Effects and Backgrounds

At the title screen, press **Up, A, Down, Down, Left, Right, B, B, Down**. You'll hear a sound effect to confirm. During races, all background objects—like animals and people—will be removed, as well as some graphics effects like splashing mud. This helps the frame rate to stay at a higher level.

SLAVE ZERO

Invincibility

In the middle of a game, hold **L + R** and press **B** on the controller plugged into port B. You'll hear a special sound effect and the words "God Mode Enabled" will appear on the screen. Repeat the code to disable it.

Extra Items

At any time during a game, hold **L + R** and press the X button on the controller plugged into port B. Five items will materialize in front of you. You may repeat this code as many times as you like.

Reduce Enemy Attacks

At any time during a game, hold **L + R** and press **A** on the controller plugged into port B. You'll hear a special sound effect and the words "AI Firing Disabled" will appear on the screen. Now the enemies are less aggressive. Repeat the code to disable it.

SONIC ADVENTURE

Hidden Chao Puzzle VMU Game

Connect a controller with a VMU in its first slot to port D before turning on your Dreamcast with Sonic Adventure installed. You'll be able to play a hidden VMU game called *Chao Puzzle* on that controller when you start a game.

SOUL FIGHTER

Secret Codes

At the title screen, hold **Left + Y**. Continue to hold these buttons until "Start" and "Options" appear on the screen. Then, enter the "Options" screen and select "Exit." Instead of exiting back to the main menu, the "Enter Code" screen will appear. At this point you may enter any of the codes below. After entering a correct code you'll hear a special sound effect.

Extra energy—A B X X Y A
Max. weapons—X A A Y B B
Level 2—A A B X Y A
Level 3—X A Y A A B
Level 4—Y Y B A X A
Level 5—B A B X X Y
Level 6—X A X B Y Y
Level 7—A B X B Y B
Level 8—Y B B A X Y
Level 9—B Y A A X B
Level 10—X A B B A X
Level 11—Y B Y X A B
Level 12—X B A X B Y

SPACE CHANNEL 5

Auto Play Mode

At any time during gameplay, hold **L + R** and press **Up, Left, A, Left, A, Down, Right, B, Right, B**. If you entered the code correctly, the computer will play the game perfectly for you.

SPEED DEVILS

Cheat Codes

Enter the following codes at any time during a game. The words "Cheat Code Notification" will appear on the screen after entering a correct code.

Unlock cars and tracks—**B, Right, B, Right, Up, B, Up**
Infinite nitro—**Down, Up, Down, Up, A, X, A**
Skip current class (Championship Mode only)—**Down, Right, Down, Right, A, X, A**
Gain $100,000 (Championship Mode only)—**A, Right, A, Right, Up, B, A**

SPIDER-MAN

Cheat Codes

Enter any of the following codes at the "Cheats" menu from within the "Special" menu. You'll receive special confirmation after entering a correct cheat code. Note the spaces in some of the cheats.

WEAKNESS—Full health
LEANEST—Unlock everything
ADMNTIUM—Invulnerable
GLANDS—Unlimited webbing
EGOTRIP—Pulsating head
STICKMAN—Stick Spidey
FUNKYTWN—Toon Spidey
SECRTWAR—Symbiote Spidey costume
MIGUELOH—Spidey 2099 costume
TRISNTNL—Captain Universe costume
SYNOPTIC—Spidey Unlimited costume
XILRTRNS—Scarlet Spider costume
KICK ME—Amazing Bag Man costume
MRWATSON—Peter Parker costume
SM LVIII—Quick Change costume
CLUBNOIR—Ben Reilly costume
ROBRTSON—Storyboard Viewer
KIRBYFAN—Game comic covers
MME WEB—Level select
FANBOY—Comic collection
CINEMA—Movie Viewer
RGSGLLRY—Character Viewer

STAR WARS: DEMOLITION

Secret Passcodes

At the main menu, select "Options," then select "Preferences." Next, press **L + R** and a passcode entry interface will appear. Now you can enter any of the items below. You won't receive any special confirmation after entering the first code, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Boushh and Lobot.

WATTO_SHOP—Unlock characters
SAD_MOVIES—Watch some movies
MOVIE_SHOW—Watch more movies

STAR WARS EPISODE 1: JEDI POWER BATTLES

Jedi Power Battle Mode

First, make sure there are two controllers plugged into the Dreamcast console. Next, at the main menu, select "New Game," then select "2 Player." Afterward, at any time during gameplay, on the first player's controller hold **R + X + Y + B** and press **A**. If you entered the code correctly, the text "Jedi Power Mode On!" will appear. Now each player can damage the other with their own attacks. You may enter the code again to disable its effects.

Radar Map

At any time during gameplay, press **START** to pause, then press **Up, Down, Up, L, R, L**. A radar will instantly appear at the top of the screen.

Warp to Last Checkpoint

At any time during gameplay, press **START** to pause, then press **L, R, L, L, R, R, L, R, R, L**. You'll be instantly transported to the last checkpoint you reached.

STREET FIGHTER ALPHA 3

Play as Shin Akuma

At the character selection screen, move the cursor to Akuma, then hold **START** and press **A**.

STREET FIGHTER III DOUBLE IMPACT

Extra Options

From the main menu of either *Street Fighter III* or *Street Fighter III 2nd Impact*, hold **L + R**, move the cursor to "Option," then press **START**. Next, without letting go of **L + R**, press **Left, Left, X, X, Right, Right, Down, Left, Left, Y, Y, Right, Right, Down, Left, Left, X, Y, Right, Right, Down, Left, Left, Y, X, Right, Right**. If you input the code correctly, a new item called "Extra Option" will appear.

STRIKER PRO 2000

Unlock All Teams

At the main menu, press **Up, Up, Right, Right, Y, Y, Y**. If you entered the code correctly, the Infogrames logo in the lower right corner of the screen will zoom in and out.

Manual Ball Control

At any time during gameplay, press **START** to pause the game, then press **Up, Up, Down, Down, Left, Left, Right, Right, L, L, L, R, L, R, L**. If you do this, the cursor will move through a few different menus, but don't worry. You'll hear a special sound effect after entering it correctly. Now, after pressing **START** again to unpause, you may hold down **L + R** and press **Left** or **Right** at any time to change the direction of the ball.

TEST DRIVE 6

Secret Codes

From the main menu, select "Race Menu" and enter any of the following codes as your name. You'll receive no special confirmation from the game after entering a correct code. The codes will still be in effect even if you

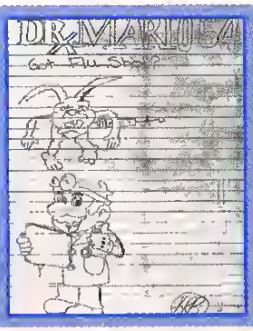
TIPS & TRICKS Reader Art Gallery



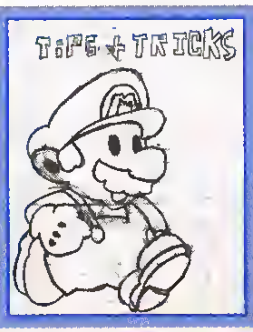
by Michael Woods, St. George, GA



by Chris Steinberg, Macon, GA



by Kory Byrd, Waterford, MI



by Rhett Brewer, Meraux, LA

back all the way out to the main menu
E R E R T H—Unlock all tracks
D F G Y—Unlock all cars
P O I O P—Unlock all Challenges
R F G T R—Unlock "Stop The Bomber"
F F O E M I T—Freeze time limit
A K J G Q—6,000,000 credits

TEST DRIVE LE MANS

Secret Codes

From the main menu, select "Championship," then select any class, any car and any difficulty. Next, at the "Name Entry" screen, enter any of the following codes as your name. You may have to return to the main menu to see some of the codes' effects.
G D O Z—Unlock all tracks
C A R N A G E—Unlock all Championship Classes
M O N S T A—Unlock all cars

THIN MOTORSPORTS HARDCORE HEAT

Secret Codes

Enter any of the following codes at the Mode Select screen. You'll hear a special sound effect after entering a correct code.
Unlock LE-2001—**Y, X, Right, Left, Right, Left, Down, Down, Up, Up**
Unlock T4 jet aircraft—**Left, Right, Down, X, X, X, X**
Random weather in Time Attack—**R, X, X, X, X, X, X, Y, Y, Y, Y, Y, Y**

TOKYO EXTREME RACER

Max Speed Display

In Quest mode, at the "Assist" screen just before beginning a race, press **Y** and you'll hear a special sound effect. During the game, your maximum speed ("P") and the Rival's maximum speed ("R") will be displayed at the top of the screen.

Other Car Mark

In Quest mode, at the "Assist" screen just before beginning a race, press **L** or **R** to toggle the "Other Car Mark," which simply will display a yellow arrow labeled "O" above all non-rival cars you'll encounter.

TOM CLANCY'S RAINBOW SIX

Secret Codes

At any point during gameplay you may enter any of the codes below. You'll hear a special sound effect and see a message in the lower left corner of the screen after entering a correct code. You may enter any code twice to disable its effects.
Clodhopper Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **B**
Rude Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **B**
Turn Victory Conditions Off—Hold the analog joystick **Up** + the D-pad **Down** and press **B**
Team God Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **A**
Avatar God Mode—Hold the analog joystick **Up** + the D-pad **Down** and press **A**.
Heavy Breathing Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **A**.
Mega Head Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **X**
Big Head Mode—Hold the analog joystick **Up** + the D-pad **Down** and press **X**
Stumpy Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **Y**
Side Scroller Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **Y**
Turn Brains Off—Hold the analog joystick **Up** + the D-pad **Down** and press **Y**
Polska Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **X**

TOMB RAIDER CHRONICLES

Special Features

At any time during gameplay, press **START** to enter the pause menu, then select "Inventory." Next, move the cursor to "Timex-TMX" and press **A**. A statistics screen will appear. Now hold the **Y** button until the item next to "Secrets Found" reads "36/36." Next, exit to the title screen by returning to the pause menu and selecting the corresponding option. A new item called "Special Features" can now be found at the Options menu.

Level Select

By holding down various button combinations at the main menu, you may start at different levels in the game. In order to successfully input each code, hold down the corresponding button combination until the game starts loading. You do not need to select any of the menu items.
The Base—Hold **L + R + Down**
Gallows Tree—Hold **L + R + Left**
The 13th Floor—Hold **L + R + Right**

TONY HAWK'S PRO SKATER

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the codes below. If you input a code correctly, the pause menu will shake back and forth. If you cannot see the code's effects immediately, you will have to return to the main menu and continue your game. For the "Unlock levels" code, you will still be able to enter a level even if it appears locked.
Unlock levels, boards, videos & Officer Dick—Hold **L** and press **B, Right, Up, Down, B, Right, Up, X, Y**
Unlock levels—Hold **L** and press **Y, Right, Up, X, Y, Left, Up, X, Y**
Infinite Special—Hold **L** and press **A, Y, B, Down, Up, Right**
Big head mode—Hold **L** and press **X, B, Up, Left, Left**
Slow motion—Hold **L** and press **X, Left, Up, X, Left**
Unlock "Skip to Restart" in pause menu—Hold **L** and press **X, B, A, Up, Down**

Unlock Private Carrera

First unlock Officer Dick, either by normal means or the above code. Next, start Career Mode with Officer Dick as your character. At any time during gameplay, press **START** to pause, then hold **L** and press **Y, Up, Y, Up, B, Up, Left, Y**. Then, exit back out to the main menu and continue your Career Mode game. Private Carrera will appear in place of Officer Dick.

TONY HAWK'S PRO SKATER 2

Secret Codes

At any time during gameplay, press **START** to pause. Then enter any of the codes below. The pause menu will shake left to right after entering a correct code. Press **START** again to unpause and resume play with the effects of the code(s) you just entered. However, you may have to return to the main menu and start another game to see some codes' effects.
Unlock almost everything—Hold **L** and press **A, A, A, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B**
Unlock Trixie—Hold **L** and press **Down, Up, Left, Left, B, Left, Up, Y, Y, Up, Right, X, X, Up, A**
Turn blood off/on—Hold **L** and press **Right, Up, X, Y**
Big head mode—Hold **L** and press **X, B, Up, Left, Left, X, Right, Up, Left**
Infinite Special—Hold **L** and press **A, Y, B, B, Up, Left, Y, X**
25% faster gameplay—Hold **L** and press **Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B**
Maximum stats—Hold **L** and press **A, Y, B, X, Y, Up, Down**
Stage flashes different colors—Hold **L** and press **Down, Up, X, B, Up, Left, Up, A**
Extremely low gravity—Hold **L** and press **Left, Up, Left, Up, Down, Up, X, Y, Left, Up, Left, Up, Down, Up, X, Y**
Flying skater—Hold **L** and press **Up, Up, Up, Up, A, X, Up, Up, Up, Up, A, X, Up, Up, Up, Up**
No textures—Hold **L** and press **Down, Down, Up, X, Y, Up, Right**
Wireframe graphics—Hold **L** and press **Down, B, Right, Up, X, Y**

TOY COMMANDER

Secret Codes

While in the middle of a mission, press **START** to pause the game and enter any of the following codes. You'll hear a special sound effect when you press the last button of each code.
Max Fuel—Hold **L**, press **B, Y, A, X, B, X**
Repair Toy—Hold **L**, press **A, X, B, Y, A, Y**
Power Up Machine Gun—Hold **L**, press **B, A, Y, X, A, B**
Power-Up Special Weapon—Hold **L**, press **X, A, Y, B, A, X**
99 Special Weapons—Hold **L**, press **A, B, X, Y, B, A**
Unlock All Missions—Hold **L**, press **A, Y, X, B, Y, X**

TRICKSTYLE

Cheat Codes

Enter the following codes at the "Cheats" screen under the "Options" menu.
T E A R O U N D—Always win
I W I S H—Infinite time
T R A V O L T A—Power-up moves (all special moves unlocked)
C I T Y B E A C O N S—Win everything (all races unlocked)
I N F L A T E D E G O—Big heads

ULTIMATE FIGHTING CHAMPIONSHIP

999 Skill Points

From the main menu, select "Career," then select "Make New Fighter." As you select the different parameters for this new fighter, change the first name to "Best" and the last name to "Buy". Note the uppercase and lowercase characters in both words. When you do this, your new fighter will have 999 Skill Points.

UNREAL TOURNAMENT

Secret Codes

At any time during gameplay, press **START** to pause the game, then enter any of the following codes.
Level skip—**Up, Down, Left, Right, Right, Left**
Invincibility—**Left, Left, Right, Right, Down, Up**
Restore all health—**Down, Down, Down, Left, Up, Right**
Maximum ammunition—**Left, Right, Left, Right, Right, Left**

VIGILANTE 8: 2ND OFFENSE

Secret Codes

Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press A twice. Next, press the L and R buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press A again immediately after entering the code.
LLA_KCOLNU—Unlock all characters
LLA_DORTOH—Maximum stats
ELBICNIVNI—Invincibility
RAPID_FIRE—Faster firing rate
GO_SLOW_MO—Slower gameplay
JACK_IT_UP—Higher suspensions
MORE_SPEED—Faster cars
GO_RAMMING—Heavier cars
QUICK_PLAY—Quick start in Arcade Mode
HOME_ALONE—Play alone in Arcade Mode
HI_CEILING—Hover higher
OLD_LEVELS—Unlock original V8 levels
NO_GRAVITY—No gravity
GO_MONSTER—Big wheels
LONG_MOVIE—Watch all endings
DRIVE_ONLY—No wheel attachment icons
BLAST_FIRE—Super missiles
UNDER_FIRE—Attract enemies
MIXED_CARS—Select same cars in multiplayer

VIRTUA FIGHTER 3TB

Fight Against the Alphabet Character

At the main menu, select Normal Mode. At the character select screen, move the cursor to Akira and press **START**. Then move the cursor to Lau and press **START**. Next, move the cursor to Pai, hold **START** and press **X**.

Play as the Alphabet Character

At the main menu, select Normal Mode. At the character selection screen, move the cursor to Akira and press **START**. Then move the cursor to Lion and press **START**. Next, move the cursor to Pal and press **START**. Select any character to play as and he/she will appear as the alphabet character.

Play as Dural

At the character select screen, press **Down, Up, Right, Left, START**, Dural's pictura will appear in place of Akira. Use the D-pad to enter the code, not the analog joystick.

VIRTUA STRIKER 2

Secret Teams

Enter any of the following codes below at the team selection screen after starting a game in Arcade mode. For each code, move the cursor to the first team specified, then press **START**. Then, move the cursor to the next team specified, and press **START** again. When you press **START** for the last team in the list, the corresponding secret team will appear on the screen. Each code must be executed before the timer runs out.
Team FC Sega—France, Chile, South Africa, England, Germany, Argentina
Team MVP Yuki Chan—Yugoslavia, USA, Korea, Italy
Team Royal Genki—Yugoslavia, USA, Korea, Italy, then move the cursor to Yuki Chan, hold **START** and press **A**

WACKY RACES

Cheat Codes

At the beginning of a game, drive into the "Wacky Races" sign, which will be right behind you immediately after you select a car. At the menu that appears, select "Cheats" and enter any of the cheat codes below. Remember, you must go to the "Code Collection" menu and manually turn on any cheat after entering its code.
WACKYGIVEAWAY—All Challenges & Tracks
W A C K Y S P O I L E R S—All Cars
B A R G A I N B A S E M E N T—All Abilities
C R A C K E D N A I L S—Super Difficult Mode

WILD METAL

Cheat Codes

Enter these codes anytime during gameplay using the D-pad (not the analog joystick).
Invincibility—**Y, Right, B, Left, X, Down**
Full health—**Down, Down, A, X, B, X**
All weapons—**A, A, Right, Y, A, Right**
Speed boost—**Up, X, Down, B, A, Y**
Show all Power Core locations—**Y, B, A, Left, Down, Down**
Enemies don't attack—**B, Down, A, Down, X, Y**

ZOMBIE REVENGE

Fighting Mode Stage Select

At the Fighting Mode screen, hold **START** and press **A**. A stage select screen will appear before the character selection screen.

Alternate Costume

At the character select screen, hold **START** and press **B**. You won't get any special confirmation, but your character will wear an alternate set of clothes during the game.



by Amanda Leemans, New Milford, NJ



by Nortson Johnson, Fort Bragg, NC

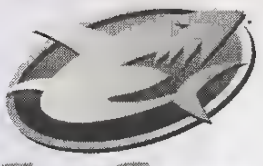


by Zach Lawhorn, Las Vegas, NV



by Buddy Smith, Lake Havasu City, AZ

Dreamcast tips



Codes for use with InterAct Game Products' GameShark Video Game Enhancers

PlayStation

Army Men: Green Rogue
800EDDEC-0063—Infinite lives
D010B502 FDFF + 800EE114-0106—Press **R2** for full Bio-Strike
800EDB4E-0001—Unlock all levels
800EDDE2-15E7 + 800EDDE6-05F5—Very high score

Batmen. Gotham City Racer
D306E890-0000 + 80042A8C 2400—Stop timer
80066236-0033—Unlock all levels
D306EB90-0000 + 40044274-2400—No damage from collisions
D306EB90-0000 + 800473C8-2400—Infinite turbo

Bowling
801A281C-03E7—Max. score, Player 1
801A319B-03E7—Max. score, Player 2
D0186D82-FDDF + 801A1950-002D—Press **R1** for Fast Ball (Player 1)
801A2828 0063—Infinite balls (Quest Mode)
D21A24D8 0014 + 801A24D8-0014—Start on Level 1 (Quest Mode)
D21A24D8 002B + B01A24D8-0028—Start on Level 2 (Quest Mode)
D21A24D8-003C + B01A24D8-003C—Start on Level 3 (Quest Mode)
D21A24D8 0050 + 801A24D8 0050—Start on Level 4 (Quest Mode)

Digimon World 2
8005EBDC FFFF—Max EL 6th Digimon
B005F644 FFFF + B005F646 FFFF—All levels opened
8005F648-FFFF—All ports opened
5000EC02 0000 + 3005F3F6 0063—Have all items in server

Gran Turismo 2 (Greatest Hits version)
D00A9A5C 0001 + 800A9A5C-0002—Start on 2nd lap (Arc)
D00A9A5C 0000 + 800A9A5C-0002—Quick win (Arc)
801D156A1525 + 801D15608-0FFF—Maximum cash (Sim)
801C89C8-0400 + 801C8A6C-0400 + 801CBB10-0400 + 801C8BB4-0400 + 801C8C58-0400 + 801CBCFC 0400 + 801CBDA0-0400 + 801C8E44-0400 + 801C8EE8 0400 + 801C8F8C-0400—Gold Licenses B (Sim)
801C8360-0400 + 801CB404 0400 + 801C84A8-0400 + 801C854C-0400 + 801C85F0 0400 + 801C8694-0400 + 801C8738 0400 + 801C87DC-0400 + 801C8880-0400 + 801C8924-0400—Gold Licenses A (Sim)
801CC030-0400 + 801CC0D4-0400 + 801CC178 0400 + 801CC21C 0400 + 801CC2C0-0400 + 801CC364-0400 + 801CC408-0400 + 801CC4AC-0400 + 801CC550 0400 + 801CC5F4-0400—Gold Licenses I C (Sim)
801CCD00 0400 + 801CCDA4-0400 + 801CCE48-0400 + 801CCEEC-0400 + 801CD2C4-0400 + 801CCF90 0400 + 801CD034-0400 + 801CD0D8-0400 + 801CD17C-0400 + 801CD220-0400—Gold Licenses I B (Sim)
801CC698-0400 + 801CC736-0400 + 801CC7E0-0400 + 801CC884-0400 + 801cc928-0400 + 801CC9CC-0400 + 801CCA70-0400 + 801CC814 0400 + 801CC888 0400 + 801CCC5C-0400—Gold Licenses I-A (Sim)
801CACF8 0400 + 801CAD9C-0400 + 801CAE40-0400 + 801CAEE4 0400 + 801CAF88-0400 + 801C802C 0400 + 801C80D0-0400 + 801C8174 0400 + 801C8218-0400 + 801C828C 0400—Gold Super License (Sim)
D00A9A5C-0000 + 800A9A5C-0002 + 800A98A4-0001—Quick win (Sim)

KISS Pinball
80045A04-2400—Infinite balls (Oblivion)
D0034014-FFFF + 8004435E-2400—Infinite balls (Netherworld)

Mega Man Legends 2
8009C910-0001 + 8009F6A4-0001—Easy win (Mad Mossa)

Metal Slug X
800CA30C-0068—Player 1 Invincible
800CA458-0068—Player 2 Invincible
8002962A 2400—Infinite time
8002DCE6 2400—Infinite primary ammo
8003988E-2400—Infinite secondary ammo
800D4212 FF00—Unlock "Another Mission"

Rugrats: Totally Angelica
801DC3CE 1388—Tons of points
801DC3CA-0006—Unlock all floors
80136DE0 4500—Infinite time (Fluffy's Maze)
50000304-0000 + 801DC3D4 FFFF + 50000804-0000 + 801DC3E0-FFFF—Have all fashion items

The Simpsons Wrestling
50000404-0000 + 800741EB-0001—Enable all characters
80072BF0-0001—Enable Defender Circuit
80072BF2-0001—Enable Champion Circuit
80072BD0-0001—Enable bonus menu
800E17AC-0003—Player 1 quick pin
800E186B-0003—Player 2 quick pin

Spec Ops: Ranger Elite
8001C288-2400—Infinite health (both Rangers)
B00181CA-2400—Infinite primary ammo
B00200EA-2400—Infinite secondary ammo
B002A2EA-2400—Infinite time

PlayStation 2

4x4 Evolution
EC86AA001456 E60A—Master code (must be on)
1C1EA48461DF 800C—Infinite cash

Armored Core 2
4C8E44601456 E788—Infinite inside ammo
4C8E44E01456 E788—Infinite extension ammo
0CAE0F8C1426-E7A6 + 4CAE0FBC1456-E7A6—Start in 1st Rank
4CAE0FAA1456-B00C—Human Plus upgrades
4C8E72FC1456 E7A5—Quick arena wins
4CD888EA1456-E6A6 + 1CD88BF01355-E6A6 + 1CD88BF41355-E6A6 + 4CD88AA1456 E6A6 + 1CD88BB01355-E6A6 + 1CD88B41355-E6A6—More back weapons
4CA5CE0C1456-E7A5 + 4CA5D08C1456 E7A5 + 4CA5D30C1456 E7A5 + 4CA5D58C1456 E7A5 + 4CA5D40C1456-E7A5 + 4CA5D68C1456 E7A5 + 4CA5D90C1456-E7A5 + 4CA5DB8C1456 E7A5 + 4CA5DA0C1456-E7A5 + 4CA5DC8C1456 E7A5 + 4CA5DF0C1456 E7A5 + 4CA5E18C1456 E7A5 + 4CA5E00C1456 F7A5 + 4CA5E28C1456-E7A5 + 4CA5E50C1456-E7A5 + 4CA5E78C1456-E7A5 + 4CA5E60C1456 E7A5 + 4CA5E88C1456-E7A5 + 4CA5EB0C1456 E7A5 + 4CA5EDBC1456-E7A5 + 4CA5EC0C1456 E7A5 + 4CA5EBBC1456 E7A5 + 4CA5F38C1456-E7A5 + 4CA5F20C1456 E7A5—"Droppin' like flies"

MDK2: Armageddon
4CB978F81456 E7A6—Master code (must be on)
EC87B0441456-E60A—Stupid Boxer mode

Metal Gear Solid 2 Triel Edition
ECB79FF81456 E60A—Master code (must be on)
3CB151601456 E79C—Full clip
3CBB523E1456-E7A2—Infinite rations
3CBB52461456-E7A2—Infinite bandage
3C8B524A1456-E7A2—Infinite Diazepam
3CBB52501456-E7A6—Enemy uniform
3C8852681456 E7A6—Box dry
3C8852781456-E7A6—Box 8
3C8852761456 E7A6—Box C
3CB8527C1456 E7A6—Box wet
3C8B527A1456 E7A6—V Sensor
4C8853CE1456 E788—Infinite M9
4C8853D41456 E788—Infinite USP
4C8853D21456-E788—Infinite SOCOM
4CB853D81456-E788—Infinite FA-MAS
4C8DD8581456-E7A5—Press **R1** for invisibility
0DE885AC1426-E79F + 4DE885AC1456-F7A6—No health for Olga

MLS Extra Time
EC88DCA01456-E60A—Master code (must be on)
0CA4E2CA1456-E5A5 + 1CA589481456-048D + 0CA4E2CA1456 E5A5 + 1CA4E5A81456-048D—Press **L3** to reset time
0CA4E2CA1456 E8A5 + 1CA589481456-E7A5 + 0CA4E2CA1456-E8A5 + 1CA4E5A81456-E7A5—Press **R3** to end half

R/C Revenge Pro
4CF58C4C1456-E79D—All Cups complete
4C893CDC1456-E7A6—Enable concept 3000
4C893E181456-E7A6—Enable UFO

Rumble Racing
EC8DF8101456-E60A—Master code (must be on)
1C83226817E9-C70C + 1C8AA44417E9-C70C—Big stunt score
1C8AA44017E9-C70C—Lots of stunt points
0C8979261456 E5A5 + 1C5832D01454-70C5—Press **L3** for more stunt time
4C8508FE1456-E7A6—EA Rookie Cup
4C8508101456-E7A6—Pro Cup 1
4C85081A1456-E7A6—Pro Cup 2
4CB5082C1456-E7A6—Pro Cup 3
4C8508361456 E7A6—EA Pro Cup
4C8508481456-E7A6—Elite Cup 1
4C8508521456-E7A6—Elite Cup 2
4C8508641456-E7A6—Elite Cup 3
4C85086E1456-E7A6—Elite Cup 4
4C8508801456 E7A6—EA Elite Cup
4C85088A1456-E7A6—EA Stunt Cup
7C8508681447-E7A6 + 3D9882291456-F7A5 + 4C8508D41456-E6A6—All cars
4C8508D21456 E6A6 + 7C8508D8145A-E7A6 + 3D9882291456-E7A5—All tracks

Smuggler's Run
4DF8991C1456-E7A5—Invis-O-Mode
4D0306CC1456-E7A6—Low gravity traffic

Star Wars: Super Bombad Racing
ECA8596B1456 E60A—Master code (must be on)
4CAAA3941456-E79D—Player 1 is Darth Vader

Surfing H30
4CD401501456-E7A6—Always clear level
4CD401481456-B00C—High total score

Unreal Tournament
1D9382001456 E7A6 + 1D9393301456 E7A6 + 1D939FF01456-E7A6 + 1D93CBC01456-E7A6 + 1D93D6E01456-E7A6 + 1D93E7A01456-E7A6 + 1D93F5701456-E7A6 + 1D9304F01456-E7A6 + 1D9316A01456-E7A6 + 1D96DEE01456 E7A6 + 1D96E8B01456-E7A6 + 1D96F5201456-E7A6 + 1D9601801456-E7A6—All DM levels

Zone of the Enders
3CDF70281456-E7A8—Always very hard
3CDF70291456-E70C—Ultimate Jehuty
4CDF706E1456-E7A5—0 continues used
4CDF70701456 E7A5—0 saves used
4CE0576E1456 26D5—No casualties, Town 2
4CE0576E1456 2695—No casualties, Town 3
4CE056AE1456 2625—No casualties, City 2
4CDF706A1456-089C—9,999 defeated
0CDD27661456-810C + 4CDF704E1456-E7A6—Press **L2** for Javelin
0CDD27661456-710C + 4CDF704E1456-E7A7—Press **L2** + X for Geyser
0CDD27661456-910C + 4CDF704E1456-E7A8—Press **L2** + O for Bounder
0CDD27661456-C10C + 4CDF704E1456-E7A1—Press **L2** + △ for Phalanx
0CDD27661456-310C + 4CDF704E1456-E7A2—Press **L2** + □ for Halberd
0CDD27661456-AD0C + 4CDF704E1456-E7A3—Press **L2** + **L1** for Comet
0CDD27661456-B90C + 4CDF704E1456-E7A4—Press **L2** + **R1** for Gauntlet
0CDD27661456-830C + 4CDF704E1456 E79D—Press **L2** + **R2** for Sniper
0CDD27661456 818C + 4CDF704E1456-E79E—Press **L2** + **Left** for Decoy
0CDD27661456-B1EC + 4CDF704E1456-E79F—Press **L2** + **Right** for Mummy

Dreamcast

Dino Crisis
24C7AEE50000-0000—Time is 0 00 00
A4481C310000-0005—0 continues used
51783AF70000-0000—Always 1st save
1E855831E070-3041 + 9721 AE1E—All maps
69EB66E10000 FFFF—All weapons
349129E70000-FFFF + 95E94757E070-1041 + 9721-AE1E—All items

ESPN NBA 2Night
8E853BDDC070-5041 + 8E863BDD0000-0001—Start on 2nd quarter
8E853BDDC070-5041 + 8E8638DD0000-0002—Start on 3rd quarter
8E8538DDC070-5041 + 8E8638DD0000-0003—Start on 4th quarter
8E8538DDC070-5041 + 8E8638DD0000-0004—Start on over-time
A753190C0000-0063—Infinite full time outs (Away team)
F799DE180000-0063—Infinite 20 second time outs (Away team)
64783CFF0000-0063—Infinite full time outs (Home team)
86D66D330000-0063—Infinite 20-sec time outs (Home team)

Illbleed
9C5D 88F8—Master code (must be first)
46AB462405F5-E0FF—Infinite cash
95C884810000-0009—Infinite Hassy
8017428E0000-0009—Infinite salad
CA2A79200000-0009—Infinite steak dinner
E210E6CD0000 0009—Infinite ampoule
E228E6CD0000-0009—Infinite injection
18FD070D0000-0009—Infinite intravenous drip
202D69870000-0009—Infinite deep breath
49F246260000-0009—Infinite relaxation CD
352E21570000 0009—Infinite nitroglycerine
541D68350000-0009—Infinite Erole magazine
683D68B70000-0009—Infinite bandage
88B4F47F0000-0009—Infinite gauze wrap
888CF47F0000-0009—Infinite coagulant
ABE56FED0000-0009—Infinite beef
80EF428E0000-0009—Infinite pork
D53215A40000-0009—Infinite chicken
809F428E0000-0009—Infinite Hell Cake
D54215A40000-0009—Infinite Amazon
E298E6CD0000-0009—Infinite Gaboie
95CA8481E070-F041 + E14F-6F60—All recovery items
5DE5EB370000-4479 + 9C1804830000-4479—Infinite hit points (Eriko)

E8F866CF0000-4479 + 298DE9850000-4479—Infinite adrenaline (Eriko)
76833FBD0000-4000—Low bleeding (Eriko)
813C747D0000-4248—Calm heartbeat (Eriko)
C22AF3220000-4479 + 282DE9B50000-4479—Infinite hit points (Kevin)
609DE8850000-4479 + B8EFC28C0000-4479—Infinite adrenaline (Kevin)
EA9866CF0000-4000—Low bleeding (Kevin)
417AC6240000-4248—Calm heartbeat (Kevin)
75F2BFBD4479 C000 + C0DB79224479-C000—Infinite hit points (Randy)
FC96370DE070 1041 + C7F1-6841—Infinite adrenaline (Randy)
BB4FC28C0000 4000—Low bleeding (Randy)
DEA815A64248-0000—Calm heartbeat (Randy)
3E1EA1550000-4479 + 63DDE8B50000-4479—Infinite hit points (Michel)
B8AFC2EC0000-4479 + B44FC28D0000-4479—Infinite adrenaline (Michel)
1CA5870E0000-4000—Low bleeding (Michel)
4DDAC6250000 4248—Calm heartbeat (Michel)
66CC68B50000-00DC—Low time
1715870F0000-0063—99 traps/stories cleared
602C68850000 0000—Unlock Kevin
3FCF21550000-0000—Unlock Randy
A3CC6FEF0000-0000—Unlock Michel
F494370F0000-0009—Diary 1 Banbollow
229569B70000-0009—Diary 2 Banbollow
377E21570000-0009—Diary 3 Banbollow
564D6B350000-0009—Diary 4 Banbollow
56756B350000-0009—Diary 5 Banbollow
7D9BBF8F0000-0009—Diary 6 Banbollow
B9DCF47F0000 0009—Newspaper 1 Banbollow
AAB56FED0000 0009—Newspaper 2 Banbollow
882CF47F0000 0009—Newspaper 3 Banboltow
A8456FED0000-0009—Newspaper 4 Banbollow
834F426E0000-0009—Newspaper 1 Woodpuppet
D69215A40000-0009—Newspaper 2 Woodpuppet
D6AA15A40000-0009—Classified ad
F57C370F0000-0009—Hunting Manual 1
18A5070D0000-0009—Hunting Manual 2
369621570000 0009—Cork's notes
1BD5070D0000-0009—Newspaper 1 Killer Bargains
36E621570000-0009—Suicide note
4ADA46260000-0009—Secret note
685568B70000-0009—Green flyer
686D68B70000-0009—Red memo
8844F47F0000-0009—Blue memo
96F884810000-0009—White memo
B327428E0000-0009—Newspaper 1 Worms
A8CD6FED0000-0009—Newspaper 2 Worms
C9F279200000-0009—Diary 1 Dave's
D61A15A40000-0009—Diary 2 Dave's
F5CC370F0000-0009—Diary 3 Dave's
F5F4370F0000-0009—Dave's note
23F569870000-0009—Memo Dave
F496370FE070-8041 + E14F-6F60 + F5F4B70F0000-0909—All documents
CB3A79200000-0009—Jimmy's Trophy
E300E6CD0000 0009—Testimonial
F704370F0000-0009—ID Card
210569B70000-0009—Memo Wood
213D69B70000-0009—Piece of wood
48E246260000-0009—Randy's brain
55E568350000-0009—Wudoila
7E0BEF8F0000 0009—Entrance ticket
698D68B70000 0009—Gasoline
8AA4F47F0000-0009—Potedon chip
94188481000O-0009—Biobody
81C7428E0000-0009—Iron heart
81FF428E0000-0009—Artificial brain
D42215A40000-0009—Artificial plasma
E3F8E6CD0000-0009—ER Discount ticket
192D070D0000-0009—Severed head
E388E6CD0000-0009—Sweet strawberry
195D070D0000-0009—Baked cake
218D69870000-0009—Spades card
48524626O000-0009—Clubs card
486A46260000-0009—Hearts card
69E568B70000 0009—Diamonds card
7E83BF8F0000-0009—Mary's key
947004810000 0009—Remote
569568350000-0009—Baby bottle
7D788FBF0000-0009—Rusty key
893CF47F0000-0009—Wrench
AA556FED0000-0009—Flamethrower
AA6D6FED0000-0009—Gas tank
C8527920O000-0009—Mary stick
D7BA15A40000-0009—ID card
F46C370F0000-0009—Code number
D7CA15A40000-0009—Calculator
F41C370F0000 0009—Scapegoat Mary
1AC5070D0000-0009—Caution bomb
37F621570000-0009—Protection
37CE21570000-0009—Speed ladder
56FD68350000-0009—Item sensor
6A7D68870000-0009—Anti-Shock brace
8954F47F0000-0009—5F horror monitor
7DF38FBF0000-0009—Child's shoes
97008481000O-0009—Ribbon
AADD6FED0000-0009—Rubber snake
458A46260000-0009—Handgun
690568B70000-0009—Axe
7E63BFBF0000-0009—Metal pipe
949084810000 0009—Homerun bat
94A884810000 0009—Shotgun
8177428E0000 0009—Machine gun
CB4A79200000 0009—Hatchet
E370E6CD0000 0009—Horror monitor
48884626E06F F041 + E14F 6F60—All other items
245E ECA9—Master Code (must be last)

Keo the Kengeroo

2C2C6CAD6070-4E1E + 226767840000-0064—Press L to refill health
900B09DF0000-0063—Max. flags

Mers Matrix

9C5D 88F8—Master code (must be first)
E0E84D2F0000-0005—Infinite credits
B3DFE9680000 0005—Infinite lives, Player 1
7C12945905F5-E0FF—Quick level gain, Player 1
B7CC5F990000-0005—Infinite lives, Player 2
396F0A8105F5-E0FF—Quick level gain, Player 2
893C6A860000-FFFF—Player 1 invisible
35BEBF9A0000 FFFF—Player 2 invisible
3B0C3FAEE070-3041 + 9721-AE1E—Unlock everything
7391A146E070-D041 + E14F 6F60—Tons of money
58F775CCE070 D041 + E14F 6F60—Max. total score
245E ECA9—Master code (must be last)

Metropolis Street Racer

9048D8160000-0000—Time always 0:00.00
142456B70000-0006—Have six Garage slots
40E90A14A070-4DDE + 5956377AE06B F041 + 2070-3041—All Showroom cars (press Y)
40E90A14A070-4DDE + B1563A9A0000-0018—Unlock all chapters (press Y)
40E90A14A070-4DDE + 1CE55687006D-5041 + E070-7041—Chapters completed (press Y)
40E90A14A070-4DDE + EE4658824082-8041 + E070-5041—Chapter races unlocked (press Y)
40E90A14A070-4DDE + E9465885404F-7041 + E070-7041—All circuits unlocked (press Y)
40E90A14A070-4DDE + 5F36377CE070-1041 + E050-7061—Unlock all cheats (Press Y)

NBA Showtime: NBA on NBC

B20530DDC070 5041 + 820630DD0000-0001—Start on 2nd quarter
B20530DDC070 5041 + B20630DD0000 0002—Start on 3rd quarter
820530DDC070 5041 + B20630DD0000 0003—Start on 4th quarter
820530DDC070 5041 + B20630DD0000-0004—Start on overtime

Resident Evil—Code: Veronica

256766B60000-0009—Infinite ammo for all guns

Silent Scope

644B6AE40000-0000—Weak Harrier
E72719280000-0000—Weak Monica

Spawn

E4CF0D180000-01F4—Infinite health, Player 2

Spider-Man

8B7083312070 3FC2 + 7805DD330000-0102—Unlock storyboards
8B7083312070-3FC2 + A1D85FA00000-0101 + C06AA9C9E06F-5041 + E050-7061—All levels unlocked
887083312070-3FC2 + 487A11F80000-0FFF—Unlock all costumes
8B7083312070-3FC2 + 8D134331FFFF-FFFF—Unlock all characters in Character Viewer
887083312070-3FC2 + D8184DEEFFFF-FFFF—Unlock all movies in Movie Viewer
8B7083312070 3FC2 + 10E4D8A0FFFF-FFFF—Unlock all comics in Comic Collection
887083312070 3FC2 + 640BA570FFFF-FFFF—All Game Covers
8CE0B96E6070 4F63 + BCE3B96E0000-0009—Infinite health
B0253EDA2070-52A2 + 80263EDA0000 0009—Inf. webbing
120418F30000-0001—Toon Spidey
DC8882FE0000 0001—Invulnerable
DA388D8D0000-0001—Stickman
C2BBE6D90000 0001—Unlimited webbing
88F38C210000-0001—Pulsating Head mode

Game Boy

Batman: Chaos in Gotham

0105-E3C3—Infinite health
0105 E4C3—Infinite lives
0106-C5C3—Max. weapons
910E-F0C0—Float in air

Conker's Pocket Tales

0163-E2CE—99 Secret presents
0101-68C4—Pick Axe
0101-67C4—All four party invites
0101-60C4—Slingshot
0101-61C4—Saw
0101-62C4—Bag

Daffy Duck's Fowl Play

9100-86C4 + 9101-87C4—Infinite energy

Dragon Dance

9105-1AC8—Always Full Size dragon
9110-21C8—Always have Rain power up available
9115-21C8—Have Windmill power-up
9120-21C8—Always have leaf

Indiana Jones and the Infernal Machine

0124-B0CE—Infinite D2
0125-F3CE—Infinite health
0105-92CA—Infinite medical packs
0105 93CA—Infinite anti-venom packs
01FF-28D2—Always have 255 IQ points
013D 62CA—Urgon's tool
013E-63CA—Taklit's tool
013F-64CA—Azerim's tool
0140-65CA—Nub's tool

Kirby's Tilt 'n Tumble

0163-92C1—Infinite lives
0163 93C1—Have all recovered stars
0109 36C1—Stop timer
9163-90C1 + 9163-BFC1 + 9163-8EC1—Max. score
9106 3CC2—Infinite health
911F 94C1—Start on last level

Legend of the River King 2

91E7-5ECF + 9103 5FCF—Max. HP
91E7-60CF + 9103-61CF—Infinite HP
910F-64CF + 9127-65CF—Infinite gold
91FF 66CF—Max. EX
9109-B9CF—Have Lug Worm
9109-88CF—Have Frog
9109-8ACF—Have Marine Worm
9109-8BCF—Have Mussel
9109-8CCF—Have Krill
9109-8DCF—Have Rock Crab
9109-8ECF—Have H. Mackerel
9109 8FCF—Have H.M. Fillet
9109-90CF—Have Mackerel
9109-87CF—Have Fingerling
9109-86CF—Have Paste Bait
9109-85CF—Have May Fly Larvae
9109-84CF—Have Mosquito Larvae
9109-83CF—Have Insect
9109-82CF—Have Maggot
9109-81CF—Have Earth Worm
9109 92CF—Hook (M)
9109-91CF—Have Hook (S)
910993CF—Have Hook (L)

The Legend of Zelda: Link's Awakening

0110-0AC1 + 0100-7EC1—Walk through walls
0101-95DB—View the ending

Shamus

0101-6DDC—Enable Key display
0101-65DC—Have Key 1
0101-66DC—Have Key 2
0101 67DC—Have Key 3
0101-68DC—Have Key 4
0101-69DC—Have Key 5
0101 6ADC—Have Key 6
0101 6BDC—Have Key 7
0101-6CDC—Have Key 8

Snoopy Tennis

9109 26C3 + 9109 27C3 + 9109-28C3—Player 1 max. score
9100-26C3 + 9100 27C3 + 9100-28C3—Player 1 scores 0
9109 29C3 + 9109 2AC3 + 9109-2BC3—Player 2 max. score
9100-29C3 + 9100 2AC3 + 9100-2BC3—Player 2 scores 0
9108 CAC4 + 910A-CCC4—Unlock all characters
9100-89C4 + 9100-8AC4 + 9100-8BC4 + 9100-8CC4—Unlock all levels

Tamagotchi

0132-06D0—Max. age
0105-08D0—Max. life
0105 0AD0—Max. body
0105 0BD0—Max. deed
0132-07D0—Max. weight

Xtreme Wheels

9100-CBD1—Stop timer
9140-7BD1—Infinite stamina

Nintendo 64

Dr. Mario 64

F100D2E0-2400—Enable code
81123700-00FF + 81123700-05F5—Max. score

The Legend of Zelda: Majora's Mask

F1096820-2400 + FF000220-0000—Enable code
811EF6A4-0140—Max. health
811EF6A6-0140—Infinite health
811EF6FA-4745 + 811EF6FC 4032 + 811EF6FE-3A46 + 811EF700-3842 + 811EF702-4833 + 811EF704-3C3D + 811EF706 373F + 811EF708-3634 + 811EF70A-4341 + 811EF70C-3B44 + 811EF70E-4935—Have all but two masks

HINT HOTLINES



If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.

2) Check this page to see if that company has a tip hotline that you can call for advice!

3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.

4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.

5) Whatever you do, DON'T call *Tips & Tricks*! We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.

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1-900-CALL-3DO (1-900-225-5336)
HOURS Monday through Friday, 9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time)
COST 95¢/minute

989 STUDIOS
1-900-933-SONY (U.S.)
1-900-451-5757 (Canada)
HOURS (U.S.) Monday through Friday 8 to 5 PM Pacific Standard Time for live information, 24 hours for automated help
(Canada) 24-hour automated information
COST (U.S.) 95¢/minute automated, $1.40/minute live, $6.95 to $16.95 for tips by mail, $5 to $20 for card recharge
(Canada) $1.50/minute for automated hints

ACCLAIM
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ATLUS SOFTWARE
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CAPCOM
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HOURS Monday through Friday, 8:30 AM to 5 PM (Pacific Standard Time)
COST (U.S.) 99¢/minute for 24 hour pre-recorded information, $1.35/minute for live help
(Canada) $1.35/minute

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1-900-903-4468 (U.S.)
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HOURS (unknown)
COST (U.S.) 95¢/minute
(Canada) $1.50/minute

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1-900-454-GAME (1-900-454-4263)
HOURS 24 hours a day, 365 days a year
COST 95¢/minute

EIDOS
1-900-773-4367 (U.S.)
1-900-643-4367 (Canada)
HOURS 24 hours a day
COST 99¢/minute

ELECTRONIC ARTS
1-900-288-HINT (1-900-288-4468)
1-900-451-4873 (Canada)
COST (U.S.) 95¢/minute
COST (Canada) $1.15/minute

FOX INTERACTIVE
1-900-CALL4FOX (1-900-225-5436)
HOURS (unknown)
COST 85¢/minute

GT INTERACTIVE
1-900-CALL-2GT (1-900-225-5248)
HOURS (unknown)
COST 95¢/min

INFOGRAMES
1-900-454-HINT (1-900-454-4468)
HOURS (unknown)
COST 99¢/minute

INTERACT GAMESHARK CODELINE
1-900-773-7427 (U.S.)
1-900-677-4242 (Canada)
HOURS 24 hours a day, 7 days a week
COST (U.S.) $1.27/minute
COST (Canada) $1.79/minute

INTERPLAY
1-900-370-PLAY (U.S.)
1-900-451-6869 (Canada)
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COST (U.S.) 95¢/minute
COST (Canada) $1.25/minute

KONAMI
1-900-896-HINT (1-900-896-4468)
HOURS Automated help 24 hours a day, 365 days a year, live assistance Monday through Friday, 9 AM to 5:30 PM (Pacific Standard Time)
COST 95¢/minute for automated help, $1.25/minute for live assistance

LUCASARTS
1-900-740-JEDI (1-900-740-5334) (U.S.)
1-900-677-JEDI (1-900-677-5334) (Canada)
HOURS (unknown)
COST (U.S.) 95¢/minute
COST (Canada) $1.25/minute

MIDWAY
1-903-874-5092
HOURS Monday through Friday, 10 AM to 6:30 PM (Central Time); Automated help available 24 hours a day, 365 days a year
COST Standard long-distance rates to Texas apply

NAMCO
1-900-737-2262
HOURS Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
COST 95¢/minute for automated tips, $1.15/minute for live assistance

NINTENDO
1-900-288-0707 (Live assistance, U.S.)
1-900-451-4400 (Live assistance, Canada)
1-425-885-7529 (Power Line—automated tips)
HOURS (Live assistance) Monday through Saturday, 6 AM to 9 PM (Pacific Standard Time)
Sunday 6 AM to 7 PM (Pacific Standard Time)
HOURS (Power Line) 24 hours a day
COST (U.S.) $1.50/minute
COST (Canada) $2.00/minute
COST (Power Line) Standard long-distance rates to Seattle, Washington apply

PSYGNOSIS
1-900-976-HINT (1-900-976-4468)
HOURS Monday through Friday, 9 AM to 5 PM for live assistance; automated tips available 24 hours a day, 365 days a year
COST 95¢/minute for automated tips, $1.35/minute for live assistance

SEGA
1-900-200-SEGA (U.S.)
1-900-451-5252 (Canada)
HOURS (unknown)
COST (U.S.) 95¢/minute for automated tips, $1.50/minute for live assistance
COST (Canada) $1.50/minute

SIERRA
1-900-370-KLUE (1-900-370-5583) (U.S.)
1-900-451-3356 (Canada)
HOURS 24 hours a day, 7 days a week
COST (U.S.) 95¢/minute
COST (Canada) $1.25/minute

SONY COMPUTER ENTERTAINMENT AMERICA
1-900-933-SONY (1-900-933-7669) (U.S.)
1-900-451-5757 (Canada)
HOURS Monday through Friday, 8 AM to 6 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year
COST (U.S.) 95¢/minute for automated tips, $1.25/minute for live assistance, $4.95 for mailed-out tips
COST (Canada) $1.25/minute

SQUARESOFT
1-900-407-KLUE (1-900-407-5583)
HOURS Monday through Friday, 8 AM to 5 PM (Pacific Standard Time) for live assistance, automated support available 24 hours a day, 365 days a year
COST (U.S.) 99¢/minute for automated tips, $1.35/minute for live assistance
COST (Canada) $1.50/minute for automated tips only

TECMO
1-310-944-5005
HOURS Monday through Friday, 1 PM to 5 PM (Pacific Standard Time)
COST Standard long-distance rates to Southern California apply

THQ
1-900-370-HINT (1-900-370-4468)
HOURS Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) for live assistance, automated support available 24 hours a day
COST 95¢/minute for automated tips, $1.25/minute for live assistance

UBI SOFT
1-900-420-4UBI (1-900-420-4824) (U.S.)
1-900-451-5555 (Canada)
HOURS (unknown)
COST (U.S.) 95¢/minute
COST (Canada) $1.50/minute

VIRGIN INTERACTIVE
1-900-288-4744 (U.S.)
1-900-451-4422 (Canada)
HOURS 24 hours a day, 365 days a year
COST (U.S.) 95¢/minute
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March - (X993) Syphon Filter (Part 1): CarnEvil, Irritating Stick, Snowboard Kids 2, Castlevania (Part 1), Tetris

June - (X996) Super Smash Brothers: Super Mario Brothers Deluxe, Ehrgeiz, Shadow Madness, The House of the Dead 2 (Part 1), Bomberman Fantasy Race, Guardian's Crusade (Part 2)

July - (X997) Driver: Gex 3, Star Wars Episode 1 Racer, Bloody Roar 2, Driver (Part 1), Star Ocean: The Second Story, Hybrid Heaven, NBA Showtime: NBA on NBC, The House of the Dead 2 (Part 2)

August - (X998) Pokémon Snap: Ape Escape, R-Type Delta, Shadowgate 64 (Part 1), Superman, Jade Cocoon, Driver (Part 2)

October - (X99A) Final Fantasy VIII (Part 1): Dino Crisis, Duke Nukem: Zero Hour, Sonic Adventure, Survival Kids

November - (X99B) Crash Team Racing: Monster Rancher 2, WCW Mayhem, Mortal Kombat Gold, Rising Zan: Samurai Gunman, Tekken Tag Tournament, Final Fantasy VIII (Part 2)

December - (X99C) 007: Tomorrow Never Dies: Winback, Spyro 2: Ripto's Rage, Sega Bass Fishing, Tony Hawk's Pro Skater, Hot Wheels Turbo Racing

2000

January - (X001) Toy Story 2: Resident Evil 3: Nemesis, Toy Commander, Paperboy, Lego Racers, Harvest Moon, Prehistoric Isle 2

February - (X002) Tomba 2: The Evil Swine Return: Chocobo's Dungeon 2, Xena—Warrior Princess: The Talisman of Fate, Zombie Revenge, Vigilante 8: 2nd Offense, Dragon Warrior Monsters

March - (X003) Jackie Chan Stuntmaster: Misadventures of Tron Bonne, Crazy Taxi, The New Adventures of Mary Kate & Ashley, Jojo's Venture, Donkey Kong 64, Gran Turismo 2

April - (X004) Pokémon Stadium: Die Hard Trilogy 2, Dead or Alive 2, Ace Combat 3, Armored Core: Master of Arena

May - (X005) Syphon Filter 2: Chu Chu Rocket!, Strikers 1945 Plus, Front Mission 3 (Part 1), Pokémon Stadium (Part 2)

June - (X006) Resident Evil Code Veronica: Mr. Driller, I-Spy: Operation Espionage, Front Mission 3 (Part 2), Pokémon Stadium (Part 3)

July - (X007) X-Men Mutant Academy: Excitebike 64, Covert Ops: Nuclear Dawn, Street Fighter III: Double Impact, Army Men: World War, Pokémon Trading Card Game, Garou: Mark of the Wolves

August - (X008) Marvel vs. Capcom 2 (Part 1): Perfect Dark, Threads of Fate, NGEN Racing, Metal Slug 3, Hercules: The Legendary Journeys

September - (X009) Chrono Cross: Kirby 64: The Crystal Shards, Marvel vs. Capcom 2 (Part 2), Seaman, Valkyrie Profile, Tokyo Xtreme Racer 2

October - (X00A) Spiderman: Ultimate Fighting Championship, Incredible Crisis, Street Fighter III: 3rd Strike, Ogre Battle 64

November - (X00B) Capcom vs. SNK (Part 1): Ridge Racer V, Eternal Ring, Armored Core 2, Army Men: Sarge's Heroes 2, Tony Hawk's Pro Skater 2, The Grid

December - (X00C) 007: The World Is Not Enough: The Legend of Zelda: Majora's Mask, Jet Grind Radio, TimeSplitters, Capcom vs. SNK (Part 2)

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TIPS & TRICKS SPORTS DESK

by Mike Daly

Greetings, sports fans, and welcome to the Tips & Tricks sports section! In this monthly column, I'll be bringing you all of the freshest dirt on your favorite sports video games. Not reviews, but tips, strategy advice and roster changes that will keep you in the lead while keeping your games as true-to-life as possible. I'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

Ah, the summer doldrums. This time of year can be tryingly dull for the average sports fan because there's little to consistently draw you in—unless you're head over heels for baseball, a game revered as much for its lack of pace as it is for its presence. Don't get me wrong; everyone's different. I'm sure there's some guy somewhere salivating at the prospect of a NASCAR/WNBA double-header and cursing TV time-outs and illegal defense. But for many sports fans, this is the empty chunk of summer between the NBA Finals and NFL pre-season when we rediscover our other interests in life so that in another month, we're good and ready to vegetate for another 11 months of great sports broadcasts. With all of that in mind, I thought this month would be a good opportunity to take a time-out of my own and present you with a survey of sports games on the horizon, most of which I was able to personally preview at this year's Electronic Entertainment Expo.

EA Sports

Madden NFL 2002

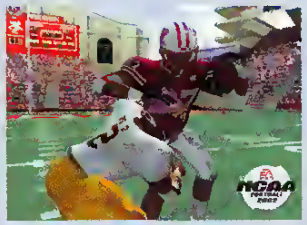


The titan of sports games—all games, really—will continue to release improved versions of all of its major sports titles. *Madden NFL 2002*, which should be out by late summer, features several additions. PS2 *Madden* has more highly developed and personalized player modeling, with faces now displaying a variety of expressions depending on gametime performance. Sideline coach animation has also improved. The game will feature the NFL's newest expansion franchise, the Houston Texans, which can be developed from its infancy in Franchise mode. Replays are designed with a greater variety of camera angles as well as a heightened sense of drama from player expressions and comments after the big play. If you have a widescreen TV, PS2 *Madden* will give you a default view of the entire width of the field so that you can always see all of your receivers.



Though the original PlayStation can't accommodate the graphic improvements of the PS2 disc, EA has added some cool features to PS one *Madden* including a Classic Mode in which you can play in the style and graphic display of *Madden NFL '93* for the Sega Genesis. PS one *Madden* will also feature a new, more skill-oriented kicking interface as well as a "mulligan" feature which will allow you to do plays over (presumably without losing a down).

NCAA Football 2002



NCAA Football 2002 should appear at about the same time as *Madden* and its PS2 version will boast the highest-resolution polygonal football players of any college football video game to date. With 117 Division-1-A teams and 27 Division 1-AA teams, *NCAA Football 2002* also features a Top 25 and BCS standings, something unmatched by any other game. You can take a team to one of 26 bowl games including the National Championship at the Rosebowl, the Nokia Sugar Bowl, the FedEx Orange Bowl and the Tostitos Fiesta Bowl. The improved player uniforms now feature jersey patches and helmet stickers like the infamous Buckeye. The game also has Campus Cards (similar to Madden cards) that enable you to unlock hidden teams including 1991-2001 All-Americans and 15 other All-Time teams.

NHL 2002



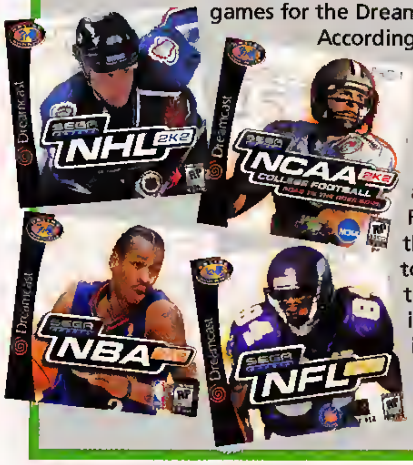
Hockey is the least changed of this year's crop of EA Sports titles, as evidenced by *NHL 2002*, available this fall. EA has added some new features like a gamestory that recaps the game's plot, a "create player" mode that features funny beards and hairstyles and new color commentary by Don Taylor. Of more importance, though, are features such as the emotion meter that dictates a team's reaction to the crowd and a breakaway cam that displays an ice-level point of view on breakaways. In addition to all of the NHL teams, *NHL 2002* offers 20 international teams as well. *NHL 2002* will be available for Microsoft's Xbox game system.

F1 2002



Available this fall, *F1 2001* may be the most improved of EA's lot. The cars now look even more impressive in the turning and braking with more realistic animation of the wheels pivoting and the drivers moving the steering wheels. The intelligence of the computer-controlled drivers has been heightened; now every pass is a strategic cat-and-mouse game, turning each race into a heated series of individual confrontations. The best area of improvement is the pit. Formerly innocuous and dormant, the pit is now as much a part of the race as anything else in the game. It not only looks better but you now have the ability to control the pit, meaning you can waste or save seconds. That time could be the difference in winning the race. *F1 2001* will also be available for the Xbox console.

Sega Sports



Sega continues to roll out what may be the last few sports games for the Dreamcast set-up. Accordingly, *World Series Baseball 2K2* (which may be out in stores by the time you read this), *NCAA College Football 2K2*, *NFL 2K2* and *NBA 2K2* (due this Fall) and *NHL 2K2* (due this Winter) don't have too many major innovations. All have basic improvements in graphic quality and animation and give you the ability to play as many as eight other players online via Sega's proprietary online mode. *NFL 2K2* and *NBA 2K2* are also scheduled to make an appearance on the PS2, which should give EA Sports a healthy dose of competition that it hasn't felt in a while.



ESPN Games

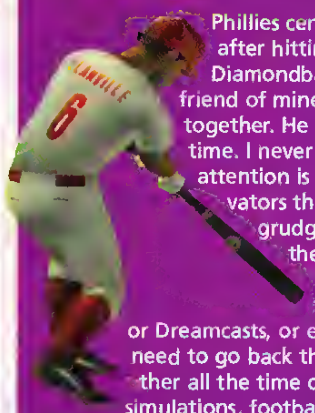


Konami and ESPN have teamed up to produce three new sports titles due this fall, *ESPN National Hockey Night 2002*, *ESPN NBA 2night 2002* and *ESPN NFL Primetime 2002*. The basketball and football games bear the names of popular ESPN programs and this alone should gain them a fair shake from sports gamers. It probably won't surprise you that my instinctual preferential nod goes to *Primetime*, which not only gets the endorsement of running back Edgerrin James, but features appearances by Chris "Boomer" Berman and Tom "TJ" Jackson, two guys whose football reporting over the years has greatly enriched my Fall Sunday afternoons. *NBA 2night*, backed by Orlando's T-Mac (Tracy McGrady), has Brent Musberger, Stuart Scott (Boo-yaa!), consultation from Sixers' bionic point guard Eric Snow and a soundtrack that includes DJ Hi-Tek, one of my new faves. All three games will be available for PS2 and Xbox.

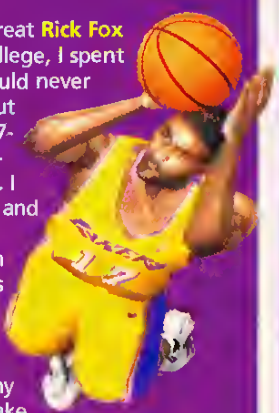




Sidelines



Phillies center fielder **Doug Glanville**, after hitting two home runs off of Diamondback ace Curt Shilling: "Curt's a friend of mine. We used to play video games together. He killed one of my characters one time. I never forgot that...Not enough attention is paid to the off-the-field motivators that create nasty on-field grudges. I believe video atrocities top the list. I believe we need to analyze some of the video atrocities committed on PlayStation 2 or Dreamcasts, or even the Commodore 64, if we need to go back that far. Teammates play each other all the time on these platforms in baseball simulations, football and other head-to-head games. This creates all kind of bad blood when the winner is not as gracious as he could be. Schill has to live with what he has done. He can tell whatever story he wants, but the facts are the facts. [My character] was set up, led to an untimely death in the prime of his life for no other reason than pure malice. Things like that do not go unavenged. Sometimes it spills out onto the field of play."



Laker small forward and 3-point threat **Rick Fox** on video games: "When I was in college, I spent so much time on them I swore I would never let them dominate my life again. But now, I have a 6-year-old son and a 7-year-old stepson, and they are coming into the age of game obsession. I curtail their time in front of the TV and playing video games, but as of Christmas, we do have a PlayStation 2. I've kind of re-harnessed my skills and find myself playing them for a game or two sometimes. I refuse to play [the NBA game for Playstation]. The kids tell me that my character in the game can never make a basket! I'm proud that my kids try to give me the ball all the time anyway, but the way the game is set up, all the baskets are made by other players. I've got to call the people at Electronic Arts and complain."

Consider it done, Rick.

TIPS & TRICKS Tournament Report

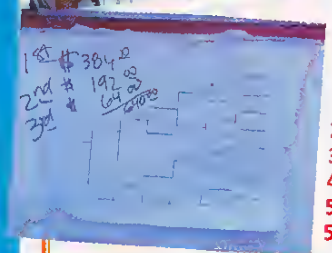
by Jason Wilson

Sponsored by TWIN GALAXIES The Official Electronic Games Scoreboard™ www.twingalaxies.com

This monthly column features reports on all of the major arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in *Tips & Tricks* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *Tips & Tricks Tournament Report*, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

64-MAN MARVEL MANIA AT GOLFLAND!





On Saturday April 28, 2001, Southern Hills Golfland in Stanton, California held a giant *Marvel vs. Capcom 2* tournament that was capped at 64 players. At least 10 competitors came in too late to join the wild melee that came only one month after the giant 90-man tourney that took 13 hours to complete! Alex Valle—ranked number one in the United States at both *Marvel vs. Capcom 2* and *Capcom vs. SNK*—showed his prowess once again as his Sentinel/Blackheart/Captain Commando team took first place over Duc Do's well-played Spiral, Cable and Captain Commando. Michael "Nyte" Morse of the "Versus" family came back from a recent slump to capture third with Storm, Cable and Captain Commando. Thanks again to John Bailon for another spectacular Golfland Tournament, and to Joey Cuellar for the photos.





1st Place—Alex Valle (Blackheart, Sentinel, Captain Commando)
2nd Place—Duc Do (Spiral, Cable, Captain Commando)
3rd Place—Michael "Nyte" Morse (Cable, Storm, Captain Commando)
4th Place—Hector Medina (Cable, Doom, Captain Commando)
5th Place (tie)—Peter "Combo Fiend" Rosas (Magneto, Storm, Cyclops)
5th Place (tie)—Long Tran (Strider, Doom, Cable)

UPSET! Marvel vs. Capcom 2 Surprise in Upland!



On May 5, 2001, James' Games in Upland, CA held a *Marvel vs. Capcom 2* tournament with 20 entrants. The usual suspects—Duc Do and Jay "Viscant" Snyder—made their way toward the top, but Peter "Combo Fiend" Rosas surprised everyone, upsetting both Duc and Jay to win the tournament and smash his way into the *Marvel vs. Capcom* top 10 rankings! Peter's annoying Iron Man got the best of Duc in both sets, as Duc lost 4-3 and 4-3. Peter had many setups for Iron Man's infinite; he hardly ever missed a combo, ultimately frustrating Duc into making mistakes he does not normally make. Congratulations to Peter for pulling off a major upset!

1st Place—Peter "Combo Fiend" Rosas (Iron Man, Magneto, Psylocke, Cable, Sentinel, Doom)
2nd Place—Duc Do (Spiral, Cable, Sentinel, Captain Commando, Magneto)
3rd Place—Jay "Viscant" Snyder (Doom, Storm, Strider, Captain Commando)
4th Place—David Lee (Storm, Sentinel, Doom, Cable)

UNITED STATES TOP 10 PLAYER RANKINGS

(Rankings based on previous tournament performances, compiled by *Tips & Tricks* Magazine)

Capcom vs. SNK Top 10 Players

1. (tie) **Alex Valle** (Southern Hills Golfland, Stanton, CA)
1. (tie) **Ricky Ortiz** (Golfland USA, Sunnyvale, CA)
3. **Jason Nelson** (Golfland USA, Sunnyvale, CA)
4. **Arturo Sanchez** (Chinatown Fair, New York, NY)
5. (tie) **Jason Wilson** (All Amusement Center, Van Nuys, CA)
5 (tie). **John Choi** (Golfland USA, Sunnyvale, CA)
7. **Peter Ong** (Einstein's, Austin, TX)
8. **Hsien Chang** (Einstein's, Austin, TX)
9. **Justin Wong** (Chinatown Fair, New York ,NY)
10. **Jason Cole** (Golfland USA, Sunnyvale, CA)

Marvel vs. Capcom 2 Top 10 Players

1. **Alex Valle** (Southern Hills Golfland, Stanton, CA)
2. **Duc Do** (James Games/Southern Hills Golfland, Upland, CA/ Stanton, CA)
3. **Justin Wong** (Chinatown Fair, New York ,NY)
4. **Ricky Ortiz** (Golfland USA, Sunnyvale, CA).
5. **Michael "Nyte" Morse** (Southern Hills Golfland, Stanton, CA)
6. **Arturo Sanchez** (Chinatown Fair, New York, NY)
7. **Jay "Viscant" Snyder** (Nickel City, La Jolla, CA)
8. **Rattana Phantarouh** (University of Washington, Seattle, WA)
9. **Eddie Lee** (Chinatown Fair, New York, NY)
10. (tie) **Bryheem Keys** (University Pinball, Philadelphia, PA)
10. (tie) **Tone Nguyen** (Southern Hills Golfland, Stanton, CA)
10. (tie) **Peter Rosas** (College Arcade, Los Angeles, CA)

Tournament Traveling Tips!

Thinking about heading across the country this year to attend one of the events on our Tournament Calendar? Here are some tips for tournament participants that we think are savvy and informative. This article was written by Tony Cannon and Javier Moreno for www.shoryuken.com and is reproduced here with their kind permission. Tony and Javier have been traveling to various *Street Fighter* tournaments since 1992, so heed their words of wisdom! You never know when they will come in handy.



It used to be that only the hard-core and the most dedicated of players would even consider travelling to a tournament...and unless you lived near Southern Hills Golfland in Stanton, California or another tournament hotspot, you were out of luck. How times have changed! Just recently, tournaments have been popping up all over the country, from Florida to New Jersey to Seattle and everywhere in between. The scene has grown and grown to the point where now anyone with a little motivation and a little planning can afford to go compete with the best. Still, traveling is not for the faint of heart. There are pits and snares along the way which can ruin even the most carefully-planned trip. For those of you who would brave the journey, we've compiled over 25 man-years of tourney traveling experience into this helpful guide; it deals with choosing a tournament, planning how you want to get there and pointing out things that you should consider when packing for the trip.

Where Do You Want To Go Today?

You have a lot of choices when deciding which tournament you want to attend. The two biggest categories for this year are the major tournaments (at the time of this writing, these include the 2001 Midwest Championships and the B5 Street Fighter Championships) and smaller regional tournaments. Your best bet for finding regional tournaments is to check the *Tournament Report* section of *Tips & Tricks* Magazine, or visit www.shoryuken.com. Tournaments on the West Coast, Pacific Northwest, Northeast, Texas and East Coast pop up fairly regularly. With so many choices, there are a lot of factors when deciding which tournament to go to. The first thing you might want to consider is the size of the event. Large tournaments tend to attract the most talent, so if you're interested in seeing how the big boys play, your best bet is to go to the biggest tournament you can find. Historically, ECC, the Midwest Championships and the B-series have all featured a very high level of play. If you're more interested in winning, you should start off with a smaller, local tournament that attracts less talent. Another question you should consider is the tournament's past reputation. If the tournament organizers are known to be slackers who don't show up on time and refuse to repair broken equipment, then your experience is likely to be more frustrating than enjoyable. You should also consider which of your friends are going. Tournaments are much more fun when you have someone to root for and someone to cheer you on than when you're a single player against hordes of strangers. Plus, arcades generally have a long tradition of attracting thugs and troublemakers, so it's just safer not to be alone. Finally, you need to consider the costs involved. Cost is often the thing that ultimately prevents players from going, as the amounts can quickly add up for non-local tournies. Costs include traveling, casual play fees, tournament entry fees, housing or lodging costs, food, entertainment when not at the tournament, etc. Depending on how long you plan to be away, the total cost of a tournament can range from $10 to $1,000. Plan ahead.

Leaving On a Jet Plane

Once you've decided where you'd like to go, you need to figure out a way to get there. This is probably the single most important decision you're going to make, so consider your options carefully. Spending a time on this up front will potentially save you hours of grief later and pad your pocket with a little extra spending cash for when you get there. For a local tourney, you're going to want to drive, bike or even walk; that's a no-brainer. If you're going to a tournament that's a bit farther away, though, you should seriously consider one of these three options:

• **Car**—Travelling by car is a mixed bag. It's potentially the cheapest and fastest way to get to a tournament if you only need to drive for a few hours or less. However, traveling by car can be VERY expensive if you're undisciplined. The cost of just one speeding ticket will often be more expensive than an airplane ticket, and it will cost you extra in increased insurance premiums for years to come. If you're unfamiliar with the route, you may end up getting lost, which will cost you time and extra gas money, as well as a great deal of frustration. Be especially careful if you're driving out of state; police officers are more suspicious of out-of-state vehicles. Also, it's an unfortunate fact that you may be pulled over for a routine spot check just because you have an earring, your skin is the wrong color or maybe somebody's donuts were too stale that morning, so be courteous and try not to make matters worse even when a situation seems unjust. Finally, wear and tear on your car could potentially make you wish you'd just forgotten about it and taken a plane instead. For a little extra piece of mind, you may consider renting a car instead of driving your own. You can usually get a decent-sized rental car for less than $40 a day if you're over 25 and supply your own insurance. Make sure that you get a contract with unlimited miles (especially if the tournament is far away) and gas her up before you return the car, or they're likely to charge you an exorbitant rate to fill the tank when you get back. Furthermore, try to reserve your vehicle at least three weeks in advance, espe-



cially if you're renting a van. Otherwise, you risk being shoved into a sub-compact or not being able to rent anything at all if all the cars are booked. In spite of all the potential downsides, there are a lot of benefits to driving yourself. You can offset the costs of gas and car rental by taking a few passengers with you (at the cost of comfort), and when you finally get to the tournament you won't have to worry about transportation. Unless you're driving with good friends, it's highly recommended that you collect at least a portion of the money in advance. A lot of people in the past have been stuck with a $400 bill when they get home and people who they graciously lent a ride to are suddenly asking for IOU's and loans or are nowhere to be found.



Airplane— If the tournament is out of state (or beyond your pain level for driving), flying is the best way to travel. You can fly across the entire United States in four to six hours (depending on which direction you're going and the wind speed), which is just enough time to grab a quick nap and arrive fully rested. Flying may seem expensive at first, but it's actually comparable to your other alternatives once you total all the costs. For example, when you fly, you don't have to worry about the cost of gas, speeding tickets, food, etc. You just get on the plane and go. There are a lot of ways you can keep your airline expenses to a minimum. First of all, use online travel agencies which search a broad number of airlines instead of calling up airlines directly. Our three favorites are www.lowestfare.com, www.expedia.com, and www.priceline.com; these will search a bunch of airlines for a particular trip, give you the cheapest ones, and let you buy your ticket online. Priceline lets you name your price and will try to find a ticket to match it. The downside is that if they do find a match, you're OBLIGATED to buy. We would recommend researching in advance with Lowest Fare and Expedia before attempting to use Priceline. When booking your tickets, remember that flights leaving on Friday and Saturday tickets tend to fill up very quickly. If you can, try to leave on a Thursday night and go back Sunday night or Monday. In our experience, that gives you the best shot at a good price. The sweet spot for buying tickets is somewhere between three months and three weeks in advance. Any earlier and you risk missing out on some of the special deals offered by airlines. Any later and you risk rising prices as the seats start to fill up. If you're still having trouble getting a good price, consider a layover. Flights that take multiple legs to get to the same destination are often considerably cheaper than direct flights. Under NO CIRCUMSTANCES do we recommend getting a so-called "standby ticket." Standby tickets are extremely cheap, but you get what you pay for. It is *not* a guaranteed ticket to fly! It's essentially a pass to get on the plane if there's room once all the regular passengers are on. This means that if all the flights are booked solid, you may never get on. Luggage has more priority than you do. You're the garbage of the skies. Flying standby is especially dangerous if you have a layover between flights. You could potentially get into a situation where you make your first leg of the trip and then get stuck between your home and destination for DAYS before a flight opens up. (This has actually happened to a group of California players making the trip from Los Angeles to Chicago through Las Vegas.) On the same note, be sure to consider the potential effect of airline delays when you buy your tickets. Getting into town an hour before the tournament starts is HIGHLY discouraged; you might end up missing it entirely if your flight is delayed. If you can, book tickets with friends. Travelling with a group of friends is more fun and much safer than traveling alone. Finally, always get an E-Ticket (Electronic Ticket) if you can. E-Tickets are great; there's nothing to be lost or stolen. You present a picture ID at the airport and step on the plane. Paper tickets have a monetary value. If you lose it, there's no way to recover the money without going through a long process with the airline or the agent who issued you the ticket. There's nothing worse than having to buy a new ticket at the gate because you accidentally left your paper ticket at home. Go the E-ticket route; you'll be much happier.

• **Bus—**Taking a bus should be your absolute last resort. You should only consider it when you've exhausted all your other options. There are basically only two pluses to riding the bus. First, you can always get a bus ticket at the last minute. Airlines and rental car agencies will almost always fill up within one to two weeks of the departure date. If you procrastinate long enough, the bus might be your only option. Second, the bus is probably going to be your cheapest option if you wait until the last second to get your tickets. However, buses are generally the absolute slowest way to travel. The bus ride from Atlanta, Georgia to Sacramento, California ranges between three and four days (!) and costs between $200 and $250. That's over 16 times slower than flying by air!

Everything But the Kitchen Sink?

What you bring to the tournament is just as important as how you get there. If you plan on going home the same night, you can just skip this section. However, if you're going to be staying overnight, you need to consider carefully what to bring and what to leave behind. Packing light will make traveling a lot easier, especially if you're going by plane. Try to fit everything into a "carry-on" bag that's small enough to fit into an overhead bin. That way you save yourself the hassle of checking baggage on the way in and claiming it on the way out. If you and a group of friends are staying in the same place, it's especially important that you pack light. Otherwise, the room will be filled with luggage (which is an issue if you need the floorspace to lay down at night). Here are our recommendations:



• **Clothes—**This should go without saying, but past experience shows we really need to mention this: Bring enough clothes for the number of days in which you will be traveling! There's nothing worse than looking like a slob for the last few days because you're wearing the same shirt. Remember, you're going to a tournament

where you'll be in close quarters with a bunch of other guys for long periods of time. You will not come out smelling very fresh, and there's a good likelihood of having something spilled on you or rubbed against you at some time during the weekend. Be sure to bring clothes that are appropriate for both the weather and the activities you have planned. For example, if you live in California and are travelling to a tournament in New Jersey, be aware that the weather will be SUBSTANTIALLY different. Go to www.weather.com and check it out before you pack. If you're planning on going clubbing in NYC on Friday night, make sure you bring your fancy threads to impress the ladies (or men). Furthermore, it's always good to have an extra pair of casual clothes for unexpected situations. After a long day sweating in the arcade, you'll often find yourself in a need of a change at night. Plan ahead.



• **Towel**—Unless you're booking your own hotel room (with less than three friends) or your host has already agreed to provide towels, then you NEED your own towel. Believe me, you don't want to take a shower and then have to towel off with your dirty clothes from the day before (GROSS!) or not be able to take a shower at all (even worse!). Borrowing someone else's towel without asking is both extremely rude and dangerous. Several people in the past have reported strange rashes and general discomfort from promiscuous towel use. If your host is the one who ends up with the rash, he will be MUCH less likely to allow you or anyone else back into his home in the future. YOU HAVE BEEN WARNED!

• **Hygiene Products**—Make sure you bring these! Toothbrush, toothpaste, deodorant, razor, shaving cream, DEODORANT, Q-Tips, soap, shampoo, and did we mention DEODORANT! That last one cannot be stressed enough. Bring it and USE it. We don't care if you smell like rosebuds most of the time; after 12 to 14 hours in the arcade in the heat of a tournament, you are going to smell like a compost heap on a summer day unless you put on some protection. NO ONE wants to smell your reek and you don't want to embarrass yourself, so make sure to put it on, liberally.

• **Sleeping Bag**—If you are staying at a friend's house or a hotel and don't have a bed guaranteed, you need to bring a sleeping bag. Sleeping on the floor is uncomfortable enough, but sleeping on the floor with nothing but your jacket to keep you warm is a special kind of hell reserved only for the unprepared. With a sleeping bag, you'll find yourself doing much more sleeping and much less rolling around, trying to warm one side of your body first, and then the other.

• **Iron**—You don't want to look like a slob, do you? Packing an iron is purely optional, but it does wonders if you have the space. You can often achieve the same results by hanging whatever you plan to wear on the inside of the bathroom door while you're taking a shower; the steam can relax any wrinkles.

• **Various Video Game Systems + Games**—Again, purely optional...but nice to have. A lot of people like to go back to their hotel rooms and beat each other into oblivion after the tournament. If you bring these, make sure you don't forget any of the cables (it happens more often than you might think!). Also, the televisions in many hotels ONLY have RF-inputs, so make sure you get an RCA-to-RF convertor just in case. They're only a few bucks at Radio Shack. If you're traveling with friends or meeting friends there, make sure you work out who's bringing what. Fail to do so in advance and you might end up having both people bringing the MAS sticks and neither bringing the Sega Dreamcast!

That's all for this article, now get out there and have some fun...and don't forget to wear deodorant!

TOURNAMENT CALENDAR

August 4-5, 2001

B5 *Street Fighter* Championships
The Gameroom
281 Iron Point Rd.
Folsom, CA 95630
(916) 608-9669
Last year's highly successful B4 tournament attracted over 100 gamers...and the B5 is shaping up to be one of the biggest tournaments of the summer! Featured games include *Marvel vs. Capcom 2*, *Capcom vs. SNK*, *Super Street Fighter II Turbo* and *Street Fighter Alpha 3*. Cash prizes will be awarded to the top three finishers in each contest! Email Tom Cannon (inkblot@shoryuken.com) for more information.

RECURRING TOURNAMENTS

***Marvel vs. Capcom 2*/*Capcom vs. SNK* Monthly Tournaments**
Contact: Southern Hills Golfland
Stanton, CA
(714) 895-4550
Southern Hills Golfland, the site of various national video-game tournaments, currently holds monthly tournaments on *Marvel vs. Capcom 2* and *Capcom vs. SNK* with cash and tokens awarded for the top three spots.

***Capcom vs. SNK* Bi-Weekly Tournaments**
Contact: Golfland USA
Sunnyvale, CA
(408) 245-1322
Golfland USA holds bi-weekly tournaments in *Capcom vs. SNK* at 6:00 PM every other Saturday.

Game Hits Game Store Tournaments
Contact: Game Hits Game Store
4324 W. Saginaw
Lansing, MI
(517) 323-0797
www.game-hits.com
Lansing, Michigan-based Game Hits Game Store hosts weekly tournaments for a variety of console games. All tournaments begin on Saturday at 7:00 PM. Entry fee is $2, which includes pizza. Soda available for 50¢ per can. First prize is $20 in store credit, additional prizes to be announced. The following games will be featured on the dates indicated:
August 4—*Tony Hawk's Pro Skater 2* (PlayStation)
August 11—*Guilty Gear X*
August 18—*Dance Dance Revolution*
August 25—*Capcom vs. SNK*

Hard Core

Custom *Armored Core* Design

by Pat Reynolds

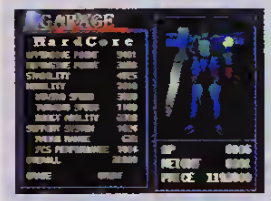
Hard Core is a special section of *Tips & Tricks* where we showcase some of the best custom Core designs created by you, our readers, in Agetec's *Armored Core* series of games for the PlayStation (and *Armored Core 2* for the PlayStation 2). Readers are also encouraged to challenge each other's Core designs; see below for information on how to submit your Core. Let's get on to this month's batch of new Core designs!

Sponsored by
Game Hits Gamestore
www.game-hits.com

Featured Core Design

Hardcore

Designed by Dayne Jacobs of Hastings, Michigan



Parts
Head: HD-4004
Core: XXA-SO
Arms: AN-2S
Legs: LN-2KZ-SP
Generator: GBG-10000
FCS: TRYX-QUAD
Boosters: B-T2
Back Weapon L: N/A
Back Weapon R: WM-MVG404 Missile
Arm Weapon L: LS-99-MOONLIGHT Laserblade
Arm Weapon R: WG-XFwPPk Laser Rifle
Option Parts: SP-ABS, SP-CND-K, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-Detq, SP-ABS/Re

Color Scheme (General)
Base: Red: 00, Green: 00, Blue: 26
Optional: Red: 00, Green: 21, Blue: 22
Detail: Red: 00, Green: 00, Blue: 00
Joint: Red: 21, Green. 00, Blue: 00

Performance
Armor Points: 6906
Weight: 6201
Price: 1,192,600

Grade: GREAT



This month I'm looking at all of the Core designs that took part in the second annual Game Hits Game Store *Armored* Core tournament. You can read about the results elsewhere in the column. We'll start with the Core design that took first place: Dayne Jacobs' HardCore. A fine example of piloting skill over design, Dayne was able to take this lightweight, low-AP Core against much more powerful Cores and emerge victorious. Dayne's strategy consists of frantic left/right/left dodging while constantly pelting his opponent with laser fire. The constant dodging motions make HardCore difficult to hit with most arm weapons. It takes a pilot of exceptional skill to defeat some of the much more heavily armed and armored Cores entered into the tournament. If you have the skills, HardCore can be a most lethal weapon.

Agent

Designed by Jamie Hausler of Saginaw, Michigan

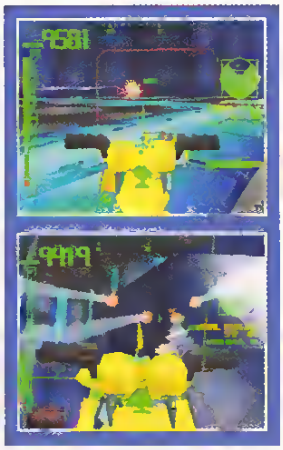


Parts
Head: HD-12-RADAR
Core: XCH-01
Arms: AN-B91-S
Legs: LN-3001C
Generator: GBX-XL
FCS: FBMB-18X
Boosters: B-PT000
Back Weapon L: WX-S800-GF Dual Missile
Back Weapon R: N/A
Arm Weapon L: LS-1000W Laserblade
Arm Weapon R: WG-1-KARASAWA Laser Rifle
Option Parts: SP-M/AUTO, SP-CND-K, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+

Color Scheme (General)
Base: Red: 64 Green: 64, Blue: 00
Optional: Red: 64, Green: 24, Blue: 64
Detail: Red: 00, Green: 64, Blue: 64
Joint: Red: 00, Green. 64, Blue. 00

Performance
Armor Points: 9743
Weight: 10621
Price: 1,025,200

Grade: FINE



The first of the monster Cores entered in the tournament, Agent is a garish behemoth with enough AP to withstand a ton of punishment. In open arenas, Agent is difficult to withstand—the auto-firing Dual Missiles can juggle opponents high into the air and keep them there until they're defeated. In arenas with a lot of obstacles, though, the auto-fire option works against Agent, often wasting missiles by firing at the enemy when there's a wall between them. Of course, the Karasawa makes up somewhat for this shortcoming, but adept pilots have found methods of dodging the shots from the Laser Rifle, meaning that against a skilled pilot, the possibility of running out of ammo is good. Personally, I'd turn off the auto-fire, but it seemed to work well for Jamie in the tournament, as Agent secured him a second-place finish.

If you're an *Armored* Core fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

Tips & Tricks Armored Core Designs
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of *Tips & Tricks*. Note: I'm keeping an eye out for Core designs that excel in specific areas; i.e. Highest AP, Fastest Core, Most Expensive, etc. for a future awards edition of *Hard Core*. As always, overweight or otherwise illegal Core designs get tossed in the trash.

Reaveant

Designed by Victor Sumney of Medina, Ohio



Parts
Head: HD-HELM
Core: XXL-DO
Arms: ANKS-1A46J
Legs: LN-2KZ-SP
Generator: GBG-10000
FCS: TRYX-QUAD
Boosters: B-T001
Back Weapon L: N/A
Back Weapon R: N/A
Arm Weapon L: LS-1000W Laserblade
Arm Weapon R: WG-MGS00/E
Option Parts: SP-S/SCR, SP-E/SCR, SP-EH, SP-E+

Color Scheme (Head)
Base: Red: 30, Green. 30, Blue: 30
Optional: Red: 07, Green: 00, Blue: 07
Detail: Red: 00, Green: 64, Blue: 00
Joint: Red: 07, Green: 07, Blue: 00

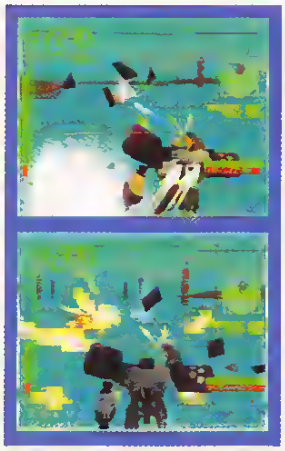
Color Scheme (Core)
Base: Red: 07, Green: 00, Blue 07
Optional: Red: 30, Green: 30, Blue: 30
Detail: Red: 07, Green: 07, Blue: 00
Joint: Red: 00, Green: 00, Blue: 00

Color Scheme (Arms)
Base: Red: 07, Green: 00, Blue 07
Optional: Red. 30, Green: 30, Blue: 30
Detail: Red: 07, Green: 07, Blue: 00
Joint: Red: 01, Green: 01, Blue. 01

Color Scheme (Legs)
Base: Red: 07, Green: 00, Blue 07
Optional: Red: 07, Green: 07, Blue: 00
Detail: Red: 05, Green: 05, Blue: 05
Joint: Red: 30, Green: 30, Blue: 30

Performance
Armor Points: 8010
Weight: 6176
Price: 763,900

Grade: FINE



Out of the Cores entered in the tournament, Reaveant is the one that impressed me the most. Its pilot, Victor—who drove up from Ohio for the tournament—took a similar approach to battle strategy as first place winner Dayne. constant movement coupled with frequent short boosted hops. This strategy made Reaveant an incredibly difficult target to hit. Reaveant itself is something of an AC design feat; an incredibly lightweight Core with fairly high AP, equipped with only a Machine Gun and Laserblade. In unskilled hands, this Core would be fodder against an experienced player. With Reaveant, Victor proves once again that the skill of the pilot far outpaces the design specs of the Core in many cases.

Ω Red

Designed by Chris Tucker of Lansing, Michigan



Parts
Head: HD-ONE
Core: XCL-01
Arms: AN-B63-B
Legs: LN-SSVR
Generator: GBX-10000
FCS: RATOR
Boosters: B-VR-33
Back Weapon L: N/A
Back Weapon R: WC-CN3S Chain Gun
Arm Weapon L: LS-99-MOONLIGHT
Arm Weapon R: WG-XP2000 Pulse Rifle
Option Parts: SP-JAM, SP-SAP, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-DEtq, SP-ABS/Re

Color Scheme (General)
Base: Red 64, Green: 00, Blue: 00
Optional: Red: 00, Green: 00, Blue: 00
Detail: Red: 00, Green: 00, Blue: 00
Joint: Red: 00, Green: 00, Blue: 00

Performance
Armor Points: 8666
Weight: 73B7
Price: 1,124,0S0

Grade: FINE



A newcomer to the world of *Armored Core*, Chris has some good design ideas in Omega Red. The Pulse Rifle is a weapon I don't see used very often, and it has some very useful applications, especially when combined with missile attacks. The Chain Gun is a decent back weapon, but only on a quad or caterpillar type Core. Humanoid leg Cores must kneel first and then fire from a stationary position, which makes the weapon difficult, if not impossible, to use against skilled pilots. The Moonlight Laserblade is never a bad choice...but for AC beginners, I'd recommend the LS-1000W, its projectile attack makes it easier to hit with, and you don't have to move into melee range of your opponent to use it. As first Core designs go, Omega Red is not bad. Chris can learn from his experience in the tournament and apply the knowledge to future Core designs.

Mega Man

Designed by Derrick "Debokin" Barkley of Saginaw, Michigan

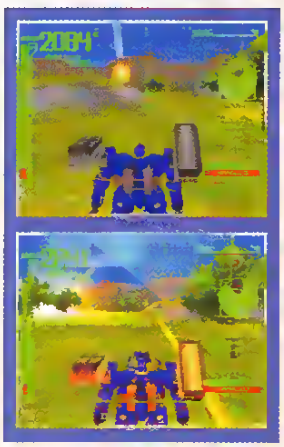
Grade: SUPERFINE



Parts
Head: HD-ONE
Core: XXA-S0
Arms: AN-D-7001
Legs: LNKS-1B46J
Generator: GBG-10000
FCS: QX-AF
Boosters: B-VR-33
Back Weapon L: WM-SMSS24 Missile
Back Weapon R: WM-AT Large Missile
Arm Weapon L: LS-1000W Laserblade
Arm Weapon R: WG-XW11 Laser Rifle
Option Parts: SP-JAM, SP-M/AUTO, SP-ABS, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-DEtq

Color Scheme
Woodland/Bright Lazuli

Performance
Armor Points: B3B1
Weight: 9039
Price: 1,391,400



A decent medium-weight Core, Mega Man is loaded with some of the heaviest equipment in the game. The ever-popular WM-AT along with the WM-SMSS24 fill out the back weapons, while the LS-1000W Laserblade and a Laser Rifle complete the setup. If the WM-AT hits a couple of times, the Laser Rifle is great for wiping away the opponent's remaining AP.

Betrayal

Designed by Jake Walls of Lansing, Michigan



Parts
Head: HD-HELM
Core: XCL-01
Arms: AN-K1
Legs: LFH-XSX
Generator: GBG-10000
FCS: RATOR
Boosters: B-PT000
Back Weapon L: WX-ED2 Plasma Cannon
Back Weapon R: N/A
Arm Weapon L: N/A
Arm Weapon R: WG-XFwPPk Laser Rifle
Option Parts: SP-ABS, SP-SAP, SP-CND-K, SP-AXL, SP-E/SCR, SP-EH, SP-E+SP-Detq

Color Scheme (General)
Base: Red: 00, Green: 00, Blue: 00
Optional: Red: 01, Green: 00, Blue: 52
Detail: Red: 11, Green: 14, Blue: 1B
Joint: Red: 00, Green: 4B, Blue: 00

Performance
Grade: FINE
Armor Points: B34B
Weight: 7B69
Price: 1,203,100



Here's an interesting Core design from Jake Walls, a Game Hits regular. Betrayal sports the massive, powerful double plasma cannon back weapon along with the popular WG-XFwPPk Laser Rifle, loaded onto quad legs for the extra speed that they afford. The drawback to this design is obvious: If you're facing a pilot who can stay out of range or avoid the energy weapons and you run out of ammo ..well, there's no fallback weapon to keep you in the game. Use circle strafing, stay close to the opponent and don't let up; that's the way to play effectively with Betrayal.

Venom

Designed by Shawn Sodman of Lansing, Michigan



Parts
Head: HD-G780
Core: XCH-01
Arms: AN-B91-S
Legs: LN-3001C
Generator: GBG-10000
FCS: FBMB-1BX
Boosters: B-VR-33
Back Weapon L: WM-SMSS24 Missile
Back Weapon R: WM-P4001 Dual Missile
Arm Weapon L: LS-1000W Laserblade
Arm Weapon R: WG-XFwPPk Laser Rifle
Option Parts: SP-CND-K, SP-S/SCR, SP-E/SCR, SP-DEtq

Color Scheme (General)
Desert Pattern/Metal Insect

Performance
Armor Points: 9B17
Weight: 10389
Price: 1,171,900

Grade: FINE



Last year's champion, Shawn opted to leave his winning Venom design mostly intact. He swapped out one of his back-mounted missile launchers for a different model, but that was the only change he deemed necessary. At 9B17, Venom has the highest AP of all the Cores entered in the tournament. Unfortunately, that couldn't save the monster Core from defeat at the hands of much lighter designs piloted with evasive strategies. After a couple of defeats, Shawn removed himself from the tournament in order to help the stream of customers in the store during the tournament. Venom, is seemed, had some stiff competition this year. It's still a good design, as heavy humanoid type Cores go.

Zipper V

Designed by Pat Reynolds of Vermontville, Michigan



Parts
Head: HD-12-RADAR
Core: XXA-SO
Arms: AN-K1
Legs: LN-D-8000R
Generator: GBG-10000
FCS: TRYX-QUAD
Boosters: B-T2
Back Weapon L: WM-SMSS24 Missile
Back Weapon R: N/A
Arm Weapon L: LS-1000W Laserblade
Arm Weapon R: WG-1-KARASAWA Laser Rifle
Option Parts: SP-JAM, SP-ABS, SP-CND-K, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-ABS/Re

Color Scheme (Head)
Base: Red: 55, Green: 55, Blue: 55
Optional: Red: 35, Green: 35, Blue: 00
Detail: Red: 41, Green: 02, Blue: 20
Joint: Red: 09, Green: 09, Blue: 09

Color Scheme (Arms)
Base: Red: 55, Green: 55, Blue: 55
Optional: Red: 34, Green: 34, Blue: 34
Detail: Red: 16, Green: 16, Blue: 55
Joint: Red: 09, Green: 09, Blue: 09

Color Scheme (Core)
Base: Red: 55, Green: 55, Blue: 55
Optional: Red: 0B, Green: 20, Blue: 32
Detail: Red: 37, Green: 30, Blue: 00
Joint: Red: 35, Green: 35, Blue: 00

Color Scheme (Legs)
Base: Red: 55, Green: 55, Blue: 55
Optional: Red: 40, Green: 40, Blue: 40
Detail: Red: 14, Green: 14, Blue: 40
Joint: Red: 33, Green: 30, Blue: 00

Performance
Grade: FINE
Armor Points: 8203
Weight: 6933
Price: 1,021,500



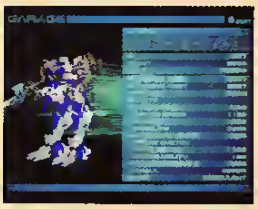
Zipper V is the latest, although not the greatest, in my long-running quest to design the perfect Core. I like lightweight Cores, but I never seem to be willing to take the risks associated with building a really light design (like Victor's Reaveant). With Zipper V, my tournament model, I made the mistake of falling back on the Karasawa as my main weapon. It had served me well in the past, but as I learned, it is not without its flaws. Mainly, the two players using light Cores (Dayne and Victor) were able to easily dodge my Karasawa shots. The Missile Launcher is a decent backup weapon, but it doesn't deliver the kind of damage I wanted (I had intended to use a Large Missile for this design, but forgot to change it before the tournament ..oops). Zipper can put up a good fight against heavy Cores, and I like most of the internal parts I've used. If I were to make changes, I'd probably take the WG-500/E Machine Gun, plant a Large Missile on the back, swap out the arms for a slightly heavier unit and see if I could pile all of it on lighter legs. Well, there's always Zipper VI...

Armored Core 2 Designs

You've been asking for them, and here they are: *Armored Core 2* designs are now a regular part of Hard Core! I have a hefty backlog of *AC2* designs on my desk already, but keep sending them in; I'll do my best to represent your Core here in Hard Core.

White Knight

Designed by Sharc of Alexandria, Virginia



Parts
Head: ZHD-06/RW
Core: ZCX-F/ROOK
Arms: ZAN-303/S
Legs: ZLB-7744/VAT
Boosters: ZBT-H4/T
FCS: LODD-BLAZER
Generator: HOY-B1000
Radiator: RBG-CLX-5000
Inside: INW-DEC-MQ2 Decoy Dispenser
Extension: BEX-BAMS-2B7 Anti Missile
Back Unit R: ZWM-M24/IMU Multi Missile
Back Unit L: BRS-B-OSPREY Radar
Arm Unit R: EWG-MGSAW Machine Gun
Arm Unit L: LS-MOONLIGHT Laser Blade
Option Parts: SP-S/SCR, SP-ENE-SCR, SP-BCNDR, SP-CIR-K, SP-BFS/LOSP, SP-CBRK

Grade: GREAT



Color Scheme
Base: Red: 200, Green: 200, Blue: 200
Aid: Red: 1S, Green: 1S, Blue: 149
Optional: Red: 90, Green. 90, Blue: 90
Detail: Red: 0, Green: 160, Blue: 200
Joint: Red. 90, Green: 90, Blue: 90

Performance
Armor Points: 8987
Weight: B929
Price: 726,900

White Knight is a good general combat design, as intended by its designer. Sharc designed this Core with missile defense and long-range offense in mind. The decoys and anti missile extensions are useful in a ranged missile exchange, while the back-mounted radar unit allows White Knight to track his opponents are great distances. When close to the opponent, the Machine Gun is an excellent weapon, especially if the enemy is a fast mover. Rounding out this design, you'll notice exceptional energy use for lots of boosting time and powerful arm units housing the always-popular Moonlight Laser Blade.

Hard Core by the Numbers

203 Number of *Master of Arena* Core designs (after weeding out overweight and *AC2* submissions) left in my "Big Box of AC Designs"

5 Number of readers who have challenged *Master of Arena* Cores with *Armored Core 2* Cores

12 Total number of Cores named "Chaos" submitted to date

1 Core design submitted as only a crayon drawing with no part listing

10 Most Core designs printed in a single edition of *Hard Core*

3 Number of Core designs received from readers in Canada

2 Number of people who have tried to entice me into printing their Core by naming it "Reynolds"

5 Core designs received (so far) for the upcoming "AC World Rumble"

3 People who have complained about my policy of throwing away overweight Core designs

47 Letters in the "Big Box of AC Designs" which contain with some variation of "*Tips & Tricks* is the greatest magazine in the world"

2 Number of Core designs received from readers in Australia

Armored Core: Another Age PREVIEW

I had an opportunity to play the upcoming U.S. version of *Armored Core 2. Another Age* at the recent E3 trade show in L.A.; here are my impressions from my brief time with the game. First, I noticed that the *Another Age* plays a lot faster and smoother than *Armored Core 2*, which came as a relief to me. My biggest complaint with *AC2* is the speed – it simply doesn't move at quickly as *Master of Arena*, and because of that, it feels like a different game. I want my next generation *AC* to still play like the *AC* I'm familiar with, and *Another Age* comes closer to that goal. There are 100 new missions in Scenario Mode, making this game's single player experience the largest of all the *AC* titles released so far. There are also the requisite new parts, and From Software is making changes to a lot of the old parts in an effort to balance the gameplay in Versus Mode and make some of the weaker weapons more powerful, as well as reduce the power of a few of the more overwhelming weapons in the game. All of this, plus the ability to play online when Sony gets around to bringing out a PS2 modem, should make *Armored Core 2: Another Age* the game to play this Fall for *Hard Core* fanatics!

Game Hits Game Store's Annual *Armored Core* Tournament



The second annual Game Hits *Armored Core: Master of Arena* tournament took place over Memorial Day weekend. The competition this year was much fiercer than last years, thanks in part to better advertising of the event through *Tips & Tricks* and the *Armored Core* Web Ring. All eight of the Cores entered in the tournament are featured in this month's *Hard Core*, so you can recreate the tournament for yourself or use the winning designs against your friends.

This was an interesting tournament to watch. Game Hits' own Dayne Jacobs climbed his way to the top of the pack with his uncanny ability to constantly track his opponents no matter what evasive tactics they used. Jamie Hausler opted for a monstrously heavy design and piled on the powerful Dual Missiles as well as the dreaded Karasawa Laser Rifle. His Agent tore through the competition with sheer brute force to claim second place. Victor Sumner, who drove up from Ohio, masterfully piloted his Reaveant, a lightweight Core armed only with a Machine Gun and Laserblade, to a solid third place.

Watching Victor dodge projectiles and take down more powerful Cores with only the Machine Gun and expertly-timed Laserblade projectiles really gave me a new appreciation for the many and diverse strategies possible in *Armored Core*. Congratulations to all of the participants in this years *AC* tourney! Hopefully next year will see an even bigger turnout!



The Winners (from left to right): Victor Sumney (3rd Place), Dayne Jacobs (1st Place), Jamie Hausler (2nd Place)

COOL ZONE

Every magazine should have a place where its readers can check out all of the latest goodies, gadgets and gizmos that make for a happier, funnier world. Welcome to such a place; we call it the...



Saitek's new PXS000 controller for the PlayStation 2 allows you to program various combos and command strings for your favorite game. The LCD screen makes it easy for you to see the button sequences as you program special moves. The PXS000 has Dual Shock-like vibration and each button can be set to turbo mode. If you still get whooped with programmable combos and rapid-fire functions, then maybe you should quit! The PXS000 is available this summer (retail price is still undetermined).



Interact has updated its PS one Mobile Monitor for the third time since its initial release and this time it has a bigger screen. The mini-screen is now five inches on all sides, giving you a much bigger viewing space than before. The speakers are also revamped with better stereo quality. The Mobile Monitor comes with a cigarette-lighter adapter plug so you can play in your car. In addition to the Mobile Monitor, the redesigned PlayStation cannot be fully portable without the Mobile Power Dne, a rechargeable battery pack that powers both the PS one and the Mobile Monitor for over two hours. The PS one battery pack fits under the console and can be recharged with the regular AC adapter that comes with your PS one. The new Mobile Monitor is available for $179.99 and the Mobile Power Dne retails for $49.99.

This sleek pocket watch is available for the lucky few who pre-ordered Arc the Lad Collection for the PlayStation. Working Designs always takes special care of its fans and often has fantastic pre-order goodies to give away. The standard packaging for Arc the Lad Collection also comes with lots of extra bonuses. Next time, ask your local retailer about special Working Designs promotional items.





Pat and Anatole had a couple of swills of this Escape from Monkey Island grog while visiting LucasArts to see the new Escape from Monkey Island game for the PS2. It's really ale in the bottle, but the characters in Monkey Island drink grog, which is actually an old sailors' rum that is enjoyed hot with lemon juice. Pat, Anatole and the characters in Monkey Island are all over 21, in case you were wondering!



These incredibly awesome Seiko watches are based on the Wrist Holo that Aki wears in the movie Final Fantasy: The Spirits Within. Unfortunately the watch on the right, the 206S version (the year that the movie is based on) is not for sale and is only a replica. The one on the left, the 2001 version, is for sale at most major retailers for $200. It has a fully automatic calendar through 2046, electro-luminescent backlighting and up to 100 meters water-resistance. It's a fashionable watch, even if you're not into the whole Final Fantasy thing.



SRS Labs, mostly known for innovative audio technology, is bringing its high-tech expertise into the world of gaming. WDW Thing for Game Consoles is a small device that brings richer and fuller sound to most any video game console. With "TruBass" technology, WDW Thing adds more bass and surround sound to your games. The unit comes with all the connectors and cables needed to get you going. Not only can it expand the sound of your PS2, but it also does wonders for your new Game Boy Advance! WDW Thing is available now for $49.95.





We're not sure what this really is, but we got it from our friends at Rockstar Games. It looks to be a slingshot and a rubber rocket, but once we open it we know someone in the office will lose an eye. We're keeping it handy in case we have unexpected visitors who want to steal our secrets!

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Pokémon Report



by Charlotte Chen

Pokéthulhu: The Adventure Game

Those of you with sufficient literary backgrounds may recognize that *Pokéthulhu* is the unholy union of Cthulhu (H.P. Lovecraft's millennia-old eldritch horror whose tentacles shall spread over the entire world) and Pokémon (a cute, cuddly, creature-centric franchise whose tentacles have *already* spread over the entire world). *Pokéthulhu: The Adventure* Game is a pen-and-paper system in the vein of *Dungeons & Dragons* or—more fittingly—the *Call of Cthulhu* game. With some 12-sided dice, a sense of humor and a little imagination, you and your friends can descend into the horrific world of *Pokéthulhu* and test your sanity to its limits. Randy Carter, a whiz-kid Pokéthulhu Cultist, strolls through this world with his pet Pikathulhu, reading his copy of the *Pokénomicon*, capturing wild Pokéthulhus (or thulhus, for short) and escaping danger using his signature Trash Talk ability. Wild Pokéthulhu, or the "adorable eldritch monsters from the icy depths of space," terrorize the grownups in Randy's fishing town, since (just like with *Pokémon* in the real world) most adults can't even get close to the unholy cuteness of the Pokéthulhu and retain their sanity.



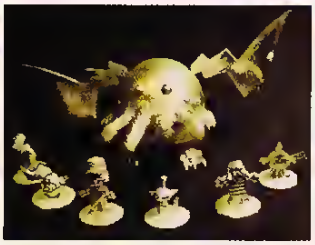
Some of the thulhus which populate the wilderness include Scuttle, a turtle with tentacles for a face; Jigglypolyp, a round thulhu with a safety pin stuck through its cheek; Ulthor, a kitty with a third eye growing on a stalk; Dholizard, a reptilian thulhu with a mouth inside its stomach and Pikathulhu, a tiny egg-shaped thulhu with bat-like wings. It's vital to read up on your *Pokénomicon*, since sometimes wild thulhu will attack people directly, not just their trained thulhus. Keep on your toes, watch out for any extra-dimensional ambushes and maybe you'll get out alive.

If, during a particularly involving session of *Pokéthulhu*, you or any of your friends happen to fall victim to the "Door to Nowhere, Non-Euclidean" attack, direct any questions you may have to the people at Steve Jackson Games. *Pokethulhu: The Adventure* Game was written by S. John Ross, illustrated by John Kovalic and conceived by Phil Reed, so remember—they're the ones to blame when the Pikathulhu comes for you. *Pokéthulhu: The Adventure* Game retails for $S.9S or $Your Soul.

Note. Many thanks to Chris Hudak (writer and erstwhile *Call of Cthulhu* GM) for the heads-up regarding this title

Pokéthulhu miniatures

Sculpted by Richard Kerr, these Pokéthulhu Miniatures are still in the production process. The final versions will be a bit cleaner around the edges and cast in resin instead of metal. They're still adorably horrible, though, and make a terrific accessory for any *Pokéthulhu* role-playing session.



Back row: Large Pikathulhu
Front row (L-R): Dholizard, Lil' Pikathulhu, Randy Carter, Ulthor, Scuttle, Jigglypolyp

Bandai Bath Toys

Nothing is more relaxing than a soak in the tub. During a recent visit to San Francisco, however, I was bereft of my usual bathtub companions. Investing in this set of five Bandai bathtub toys can help you avoid such bathroom debacles. This adorable set includes a Pikachu spout, a Wooper bucket, Poliwhirl fountain, Pichu floatie and a Totodile water gun, ensuring that your bath will be both cleansing and well-defended.



Pokémon Candy



Ow! It's been awhile since I've eaten any Pop Rocks, and this "Cream Soda"-flavored Japanese Pokémon Candy is a vivid reminder of those crackling bits of tooth-decaying sweetness. The shards are a bit larger and more powerful, but it's still delicious and bad for you. The candy is also reminiscent of Fun Dip, since you need to moisten a dipstick (in this case, a lollipop with a Pokémon character on it), and dip it into a bag filled with candy. Using the lollipop, you can scoop up some popping candy and eat them together in painful harmony.

Pokémon Card-e-Reader



Thanks to the excitement over the impending release of the Game Boy Advance and the GameCube, the Nintendo booth at this year's Electronic Entertainment Expo approached critical mass trying to accommodate the glut of writers, gamers and hardcore Nintendo fanatics jonesing for a hands-on experience with the new hardware. In the midst of all this chaos, there was one shiny, curvaceous, midnight-blue piece of new Pokémon hardware: the U.S. edition of the "Pokémon Card-e-Reader." Though the exterior casing is markedly different from that of the Japanese version, the function remains the same; it is a peripheral which attaches to the Game Boy Advance to scan "Card-e" cards, a new type of *Pokémon* trading cards which have barcodes running along the horizontal and vertical edges. Information about the individual card's characteristics and functions as well as the basic rules and strategies of the *Pokémon* Trading Card Game are embedded into these barcodes and are displayed on the GBA screen once the card is swiped through the reader. Release dates for the "Pokémon Card-e-Reader" and the special "Card-e" playing cards have not yet been announced.

JAPAN REPORT!

by Anatole Brown

SUCK SOME BLOOD!







We've been fascinated by a hilarious new title for the PlayStation 2 that was just released in Japan called *Ka*, which means "mosquito." The game is published by Sony of Japan and we seriously doubt it'll ever make it over here, unless some bold U.S. publisher takes the bull by the horns. In *Ka*, you actually get to play as a tiny mosquito. In order to survive, you must feed off the blood of the Yamada family. You fly around the Yamada household, trying to sting your next victim without being detected. If any of the Yamadas spot you, you can be squished between two hands, slammed by a fly swatter or even sprayed by insect repellent. The game has a unique control system—for example, you stab your victim with the **R3** button and twirl the analog sticks to suck the blood. It's the ultimate game for a lazy summer day. We'll let you know if someone will pick it up for North America!

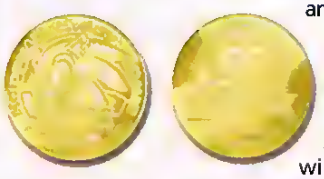
HAPPY BIRTHDAY, SONIC!



Sega commemorated the 10th Anniversary of Sonic the Hedgehog by releasing *Sonic Adventure 2* worldwide on July 23rd, exactly ten years after *Sonic the Hedgehog* debuted on the Sega Mega Drive (Sega Genesis in the U.S.).



For those lucky few who picked up the game on the first two days of its release, a special limited-edition *Sonic Adventure 2 Birthday Pack* was available in Japan. The *Birthday Pack* included a special gold disc version of the Dreamcast game, two commemorative Sonic medals



and a comprehensive booklet on the history of Sega's blue mascot. *Sonic Adventure 2* will also probably mark the last appearance of Sonic on a Sega console as Sega moves on to make games for other platforms.



GRAN TURISMO™3 Commercial

Occasionally in *Japan Report*, we like to show you a commercial that has been running on Japanese TV. This month we bring you the commercial for Sony's power-house title, *Gran Turismo 3*. In this odd commercial, we first see a *GT3* car rising over the hill in slow-motion. As the car continues to move, a girl comes running out of the dust-cloud at regular speed. She continues to open the door of the car, step in and start driving—all while the car continues its dramatic slow-motion action. The effect is startling and actually quite hilarious!



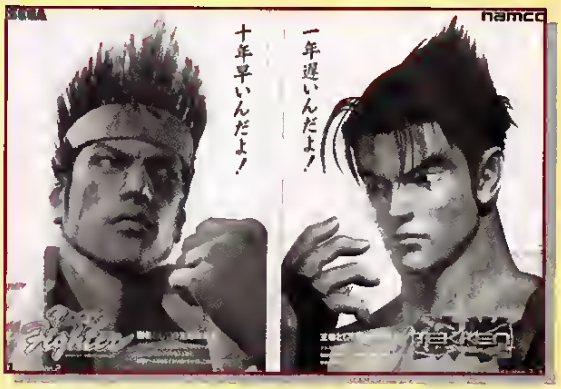
Yuji Naka on TV



Yuji Naka, creator of the *Sonic the Hedgehog* series and leader of Sega's Sonic Team, recently appeared as an "extra" in a commercial for his own game, *Sonic Adventure 2*. In the commercial, several people are standing at a crosswalk, waiting for the light to change. The green light suddenly turns into a Sonic light and everyone starts running like Sonic! Seen here, Yuji Naka, in the red shirt, acts in front of one of those green screens for special effects. The hardest part, according to Naka, was sitting in the make-up chair!



AKIRA vs. JIN



This ad, which features Akira from *Virtua Fighter 4* and Jin from *Tekken Tag Tournament*, was recently seen in several Japanese newspapers. The ad was jointly created by Sega and Namco as a prelude to the intense rivalry that will occur between *Virtua Fighter 4* and *Tekken Tag Tournament* on the PlayStation 2. Akira is saying, "You're ten years too early!" while Jin says, "You're a year too late!" Both Sega and Namco agree that *Virtua Fighter* and *Tekken* are the preeminent fighting game franchises out today. By focusing on the rivalry between the two games, they hope to further raise the awareness of both titles. Sega and Namco have a unique relationship in that they agree to compete with each other, but sometimes they work together on certain projects like arcade games.

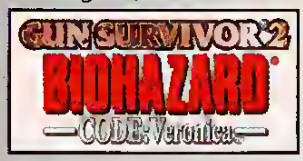
Virtua Fighter 4 with Shenmue II



Sega recently announced that Yu Suzuki's epic Dreamcast adventure *Shenmue II* will finally be available in Japan on September 9th. The most surprising news, however, is that a special *Virtua Fighter 4* Dreamcast disc will be included with the first few pressings of *Shenmue II*! *Virtua Fighter 4* is not officially planned as a Dreamcast release, but those who are able to secure early copies of *Shenmue II* will get to enjoy this extremely rare treat. Loyalty certainly has its rewards!

EVIL CRISIS!

In our April issue's *Japan Report*, we showed you a concept sketch of the Capcom and Namco gun-shooting arcade game, *Biohazard: Firezone*.



Capcom and Namco's joint project has finally hit Japanese arcades, but the final result is a slightly different game than what was originally planned. Now the game is called Gun *Survivor 2—Biohazard Code: Veronica*. Most of the scenarios are taken straight out of *Biohazard Code: Veronica* (*Resident Evil Code: Veronica* in the U.S.). The two-player cabinet lets one player assume the role of Claire while the other player plays as Leon. Unlike most gun-shooting games, players can freely move about using the gun controls like in *Resident Evil: Survivor* for the PlayStation. If this game doesn't come to U.S. arcades, we'll kick and scream!



DVD for GameCube



Panasonic and Nintendo recently revealed their special limited-edition GameCube/DVD player hybrid machine. The regular GameCube, which is scheduled to launch in Japan on September 14th, will not play DVD movies, but for a hefty price of 35,000 yen this Panasonic GameCube will play both games and DVDs! The Panasonic GameCube/DVD player will be released in Japan much later in the year after the initial GameCube launch.

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"among the best of the first-year PS2 titles."
– Game Informer

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- Extreme gameplay includes shooting, puzzle-solving, exploring and multi-player!
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- 25 challenging levels in 5 fantasy-filled worlds drenched in color with awesome graphics!
- 4 ways to play – as Vikki alone, with Leo at her side, Vikki riding Leo or on the prowl as Leo himself!
- Look out! As Leo's Fury Meter rises, he becomes stronger and faster, but also more vulnerable. Only the proper strategy will keep Leo at the right level of Fury.







PRODUCTS RANGE FROM RATING PENDING TO EVERYONE
RP-E
CONTENT RATED BY ESRB
Mild Animated Violence

GAME BOY COLOR

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Violence

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